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BRITAIN'S NUMBER 1 NINTENDO MAGAZINE

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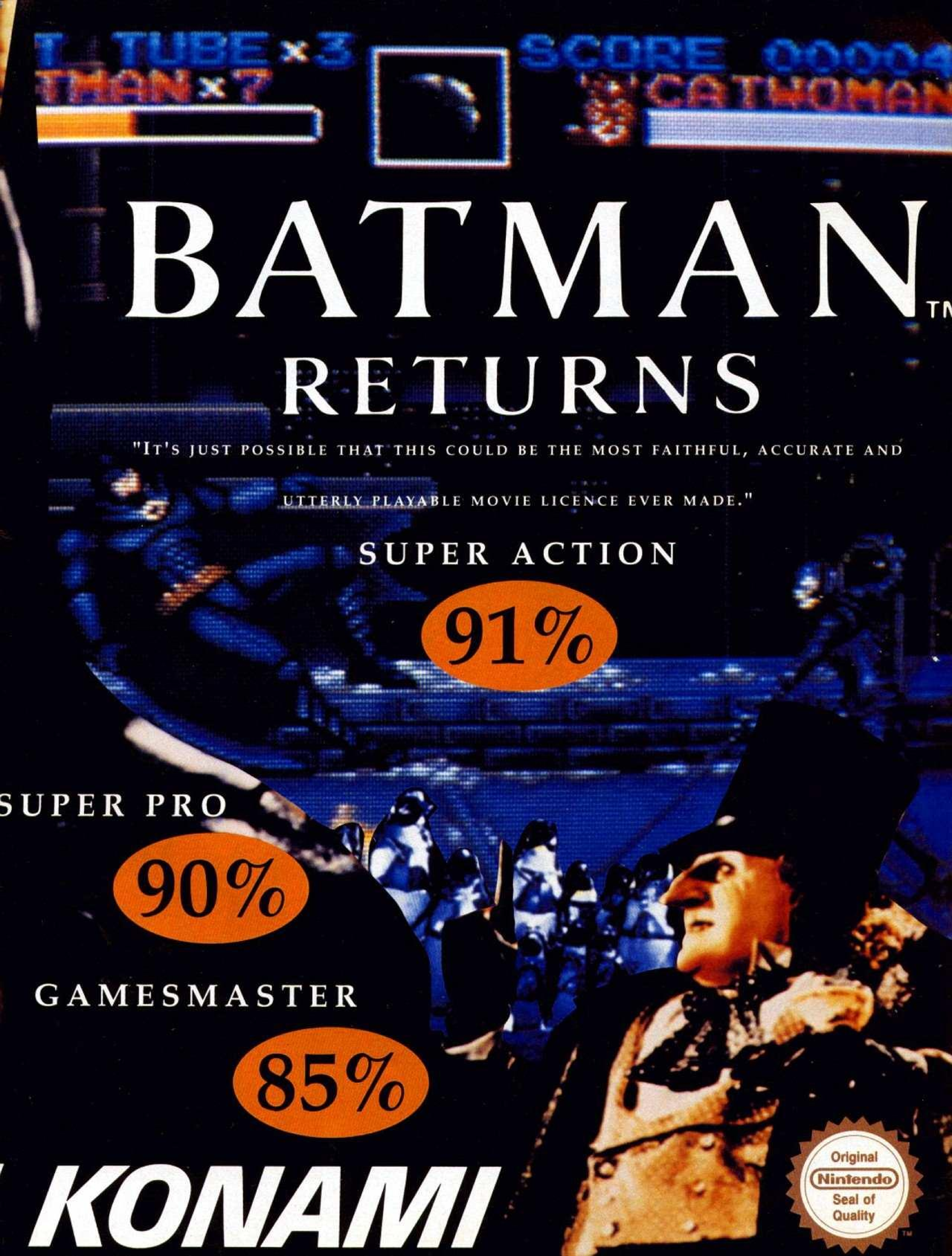

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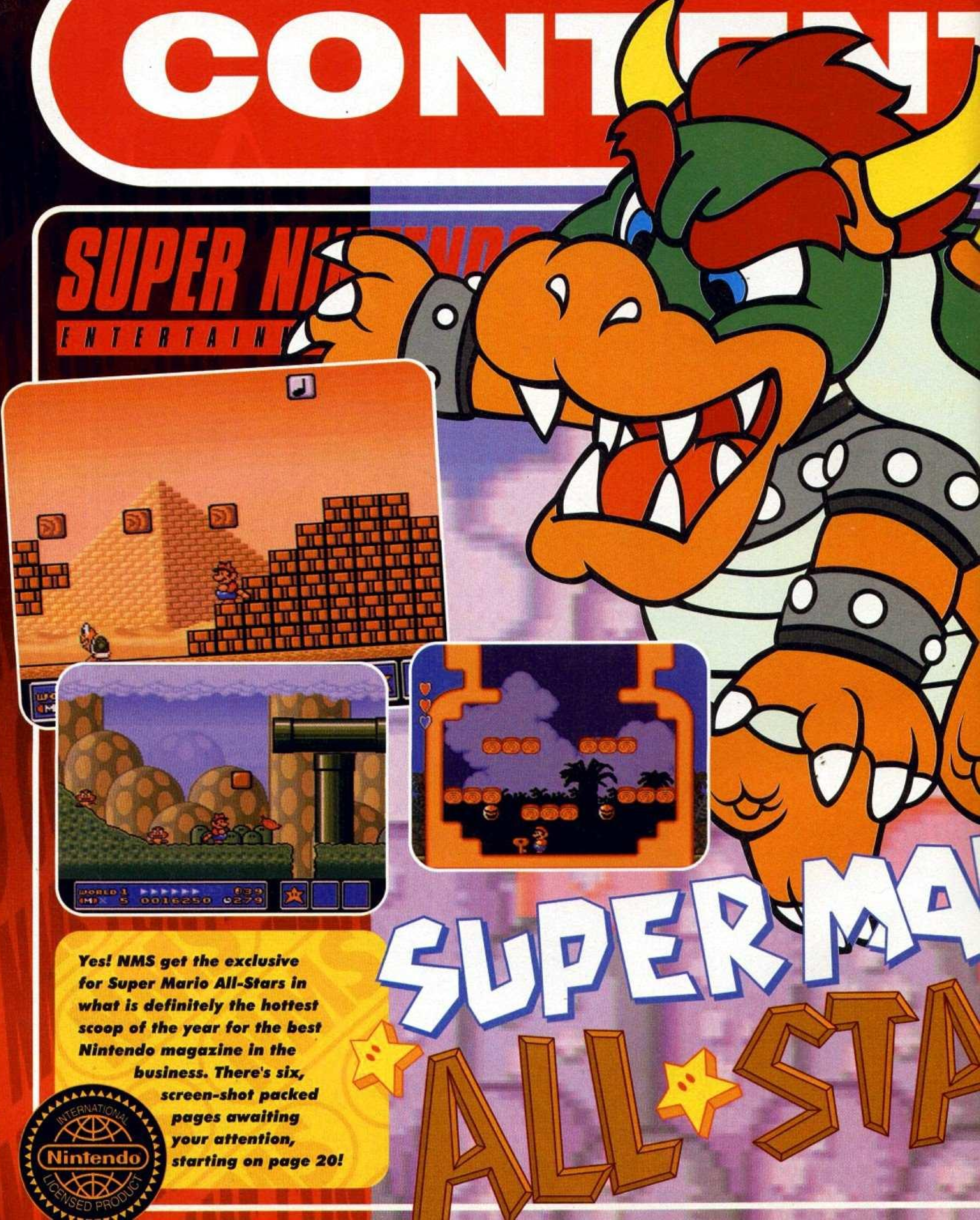
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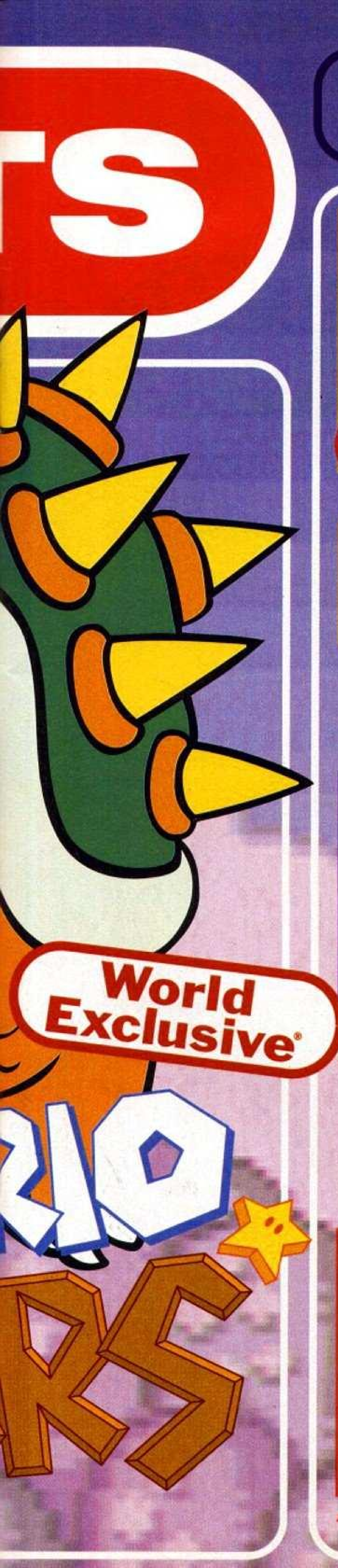
Yes! NMS get the exclusive for Super Mario All-Stars in what is definitely the hottest scoop of the year for the best Nintendo magazine in the business. There's six, screen-shot packed pages awaiting your attention, starting on page 20!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ISSUE 11
AUG 1993

Exclusive

It's inkredible. Another kolossal exklusive for NMS! You won't believe just how klose this konversion is to the original koin-op. The full review kicks off on page 40.

GAME BOY

FIRE FIGHTER

▲ Your fire-fighting fantasies fulfilled on page 74

Nintendo
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▲ Exclusive Jurassic Park preview on page 36

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WHODUNNIT

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Once upon a time there were three more bears...ah, forget it.
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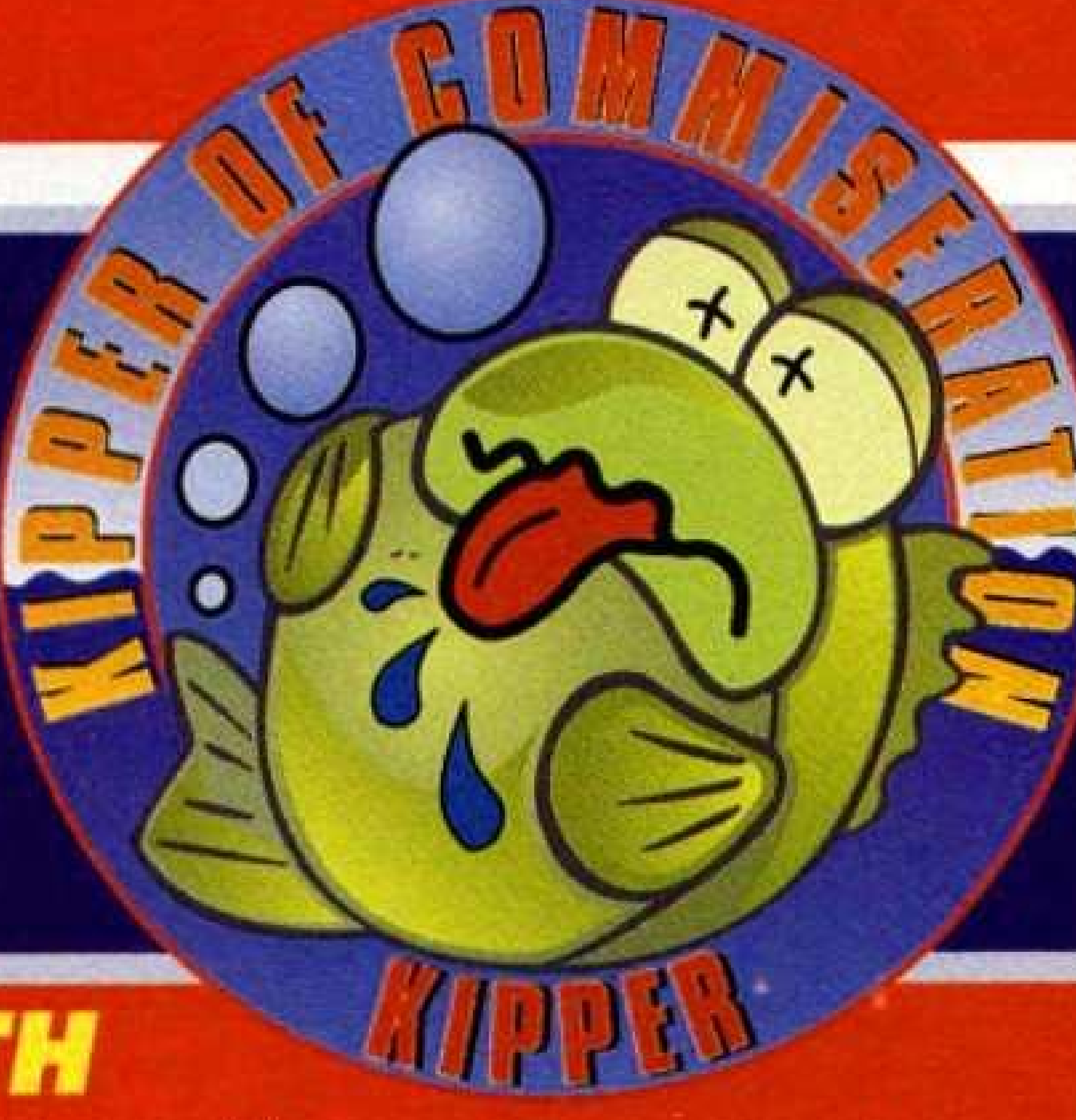
FINAL BIT

Hi, Steve here. I'd just like to apologise for constantly comparing Rod to Brett from out of Suede. What I mean is he's a desirable idol to millions, and not a talentless, floppy-haired cretin. While I'm about it, don't I look like Fred out of Right Said Fred but with more hair and no muscles? Just thought I'd like to clear all that up. RAD, er, I mean, STEVE...XXX

EDITOR



MEET THE SEAL AND THE KIPPER

This month we thought we'd take time out to explain our two new icons which you'll see dotted around the Reviews from now on. First up in the good old Seal Of Quality. It's not just a bad pun, it's actually the Exclusive NMS Award we present to particularly good games, generally those scoring over 90%. Secondly we have the all-new Kipper Of Commiseration. This little fishy chap denotes a really, really bad game, particularly those which fail to fulfil expectations. Look out for them!

SEPARATED AT BIRTH

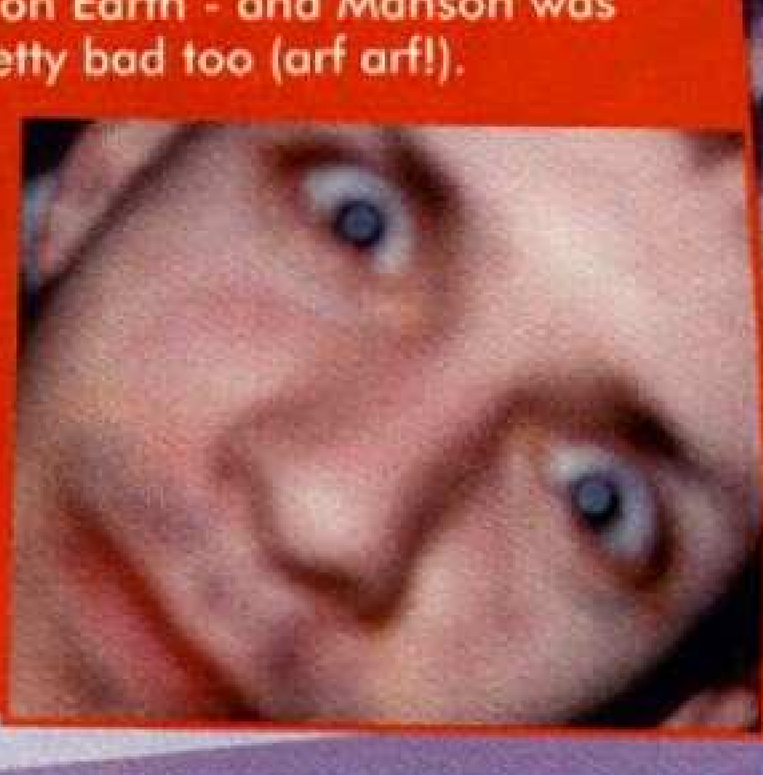
Here at NMS we're all eagle-eyed superhumans, so it's natural that we notice comparisons between people in our editorial staff and other celebrities. So for everyone's benefit we begin an occasional series known as Separated At Birth. If this sparks off latent powers of observation in yourselves, why not send your offerings (preferably with a couple of lookey-likey photos) to: DO MY EYES DECEIVE ME? NMS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

HOSPITAL MIX-UP 001 - STEVE MERRETT AND THE URCHIN FROM THE IMAGINEER ADS

Yes, Steve's cheeky features make him the spitting image of the chirpy shell-suit clad lad in those popular Game Boy ads. Steve is available for weddings, christenings and bahmitzvahs.

HOSPITAL MIX-UP 002 - GARY HARROD AND CHARLES MANSON

Those mad staring eyes, those vacant pits staring into the evil mind of the most notorious monster on Earth - and Manson was pretty bad too (arf arf!).



QUICK! GET RID OF YOUR MATES! HERE COMES...SAD DAD

Call the NSPCC! Call Childline! It's the March of the Embarrassing Parents! Those types whose stylistic sensibilities ceased with the Bay City Roller. Yes, NMS readers have gone to great lengths to display the true disgrace of their lineage - perhaps in a last-ditch attempt to disown their folks. Whatever your vile and twisted reasons, if you've got a sad photo of your pater, why not humiliate him in front of the masses by sending it to:

DON'T BOTHER PICKING ME UP - I'D RATHER DIE THAN HAVE MY FRIENDS SEE YOU, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. In the meantime, feast your peepers on these prime specimens!

Poor old Tim Lee's managed the double - both his parents are incurably unfortunate. Let's not dwell on their bizarre dress sense, which is quite probably illegal in this country. No instead, let's dwell on their recent psychologist's report: "To be quite honest, I'm amazed this pair of halfwits worked out how to have kids in the first place." Yes, we think that says it all.

And here's a photo of Mark (father of Robert) Graham - or should I say David Cassidy! Yes, we've rumbled your little disguise, oh teen hearthrob of yester-

IAL

CRIKEY MOLEY! What with all the outrageously superb stuff crammed into this issue we haven't got room for an Editorial. Normally I'd tell you how wonderful everything was in the world of Nintendo and go on a bit about this and that. Well, this month I'm not going to bother - except to say that NMS is going from strength to strength and we've got some quite ridiculously good stuff lined up. Enjoy!

TIM BOONE

year. Dressing yourself in such outrageously hideous garb - brown flares for goodness sake. That carefully-tended mop-top, the affected "sensitive" expression and the shirt that looks like it's been used for mopping up gravy gives you away, matey. The scariest thing is that this photo was taken only last week...

NINTENDO PEOPLE SYSTEM

SONS OF BEACHES

JULIAN "HIGH JUMP" RIGNALL

"I remember when I went to the beach on a school trip. The sea was really murky and looked disgusting, so we decided to investigate the zillions of dunes. We noticed that there was one really big one quite high up which dropped away onto the stretch of beach where everyone else was, and commenced to have bombing competitions. On about my third time I took a big run-up, but everyone was waving their arms and trying to stop me. Thinking they just reckoned I was going to break my legs with a spectacular attempt I kept going and leapt...right onto the sunbathing PE teacher below..."

CURRENT FAVE GAMES:BOMBERMAN, SHADOWRUN, STRIKER

TIM "MULLET!" BOONE

"I remember going to see Jaws when I was a nipper, and the next day my mum and dad took us off to the beach. I was paddling out to sea and generally larking about when this fish suddenly jumped out of the water in front of me. I thought it was a Great White shark, started streaming and pegged it to shore so fast I don't think my feet touched the water. I was scared sh...sh...scared rigid."

CURRENT FAVE GAMES:STREETFIGHTER TURBO, MORTAL KOMBAT, MARIO ALL STARS

STEVE "STING KING" MERRETT

"Me and my pals were larking about down the old beach one time when we chanced upon a shoal of beached jellyfish. Investigating further, we found that they had really nasty stings on them. Not wishing to risk our safety by chucking them at each other, we embarked on a safer plan - we'd chuck them at complete strangers. Thus we whiled away a hazy summer afternoon filling the local casualty ward with multiple-sting victims. That's what summer's about, eh?"

CURRENT FAVE GAMES:BOMBERMAN, STAR VING, SKINT FIGHTER 2

GARY "BLEEDING BARNACLES" HARROD

"Having been dedicated to hardcore bodybuilding all my life, I took up the challenge of swimming out to the end of the pier with a few of my pals one summer. However, I didn't realise how long the pier was, and about two-thirds of the way I was completely knackered, but I had to keep going or I'd drown. Only when I got to the end of the pier and had to climb up to safety did I realise it was all covered in barnacles, and by the time I reached the top I was completely cut to ribbons and spent the rest of the holiday in bandages."

CURRENT FAVE GAMES: SHADOWRUN

ANDY "FISHING TACKLE" MCVITTIE

"While at Brighton me and my pals decided to impress the local talent with our macho splashing about in the sea. Although of course we didn't need to as we were all dead northern and handsome and that. Anyway, one of my mates went in with these really short shorts on, and he happened to catch the eye of a local dolly bird, who began strolling towards him through the water. Then for some reason, she looked all horrified and ran away. Unfortunately for him, he'd strayed too far into the shallows, and the water was low enough for her to see his 'gentleman's excuse me' hanging out of the leg of his shorts. But it wasn't me, right, it was this mate of mine. Honest."

CURRENT FAVE GAMES:YOSHI'S COOKIE, SPEEDY GONZALES, PRINCESS DAISY'S SLUG.

RADION "GLUB GLUB" AUTOMATIC

"Some pals and I were on a holiday once, and by happy coincidence, with it being a coastal town and that, there was a beach down by the sea. One day we decided to have a bit of a wade, and we headed out to a large sandbank some way out. Of course, we forgot that it's a stupid thing to do, and after a bit of skylarking we realised that the tide had come in, meaning the water was now a million miles deep, and there were some lovely cross-currents too. Needless to say when we finally got back to shore, clothes a-soaking, we were about two miles away from where we started..."

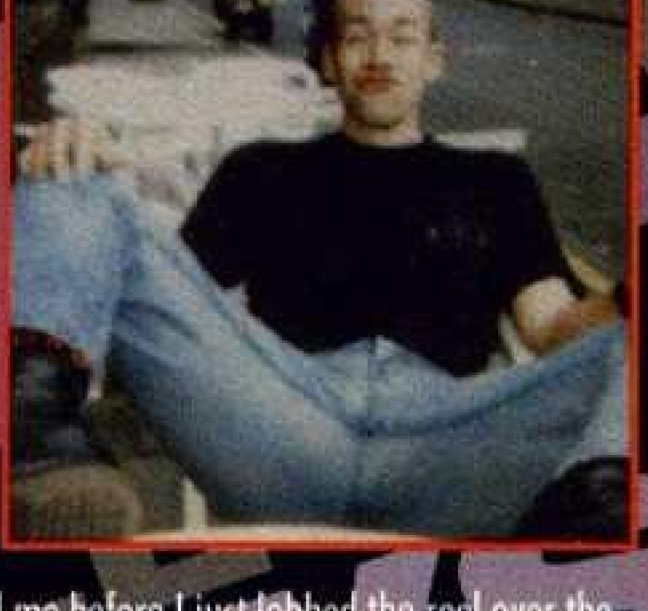
CURRENT FAVE GAMES:BOMBERMAN, STRIKER, MONSTERS (OR WHATEVER IT'S CALLED NOW)

PAUL "STUPID" DAVIES

"Being more accustomed to conditions down t'pit, I wasn't sure how to go about all this beach business. Anyway, I knew you had to put that oil stuff on to protect yourself form the sun, so I liberally slapped it on. Then I realised I'd left my sunglasses in t'tram, and my eyes were getting all sore. So, to protect my optics, I poured loads of suntan lotion onto them. But it must have been too late, because I went blind for too weeks, obviously as a result of the hot sun."

CURRENT FAVE GAMES:KIRBY, MARIO KART

DAVE "SEAGULL BAITING" KELSALL



"When I was about seven or eight I had one of those stupid little reels of plastic twine which were designed for amateur crab fishers. Anyway, I hooked some fish as bait, dropped my line over the edge of the pier and a passing seagull decided to intercept it. I spent the next half hour in a blind panic with this hooked seagull flapping frantically around me before I just lobbed the reel over the edge. I wouldn't have minded but the reel cost me 50 pence!" (Animal rights campaigners and people with nothing better to do should write to Dave at the usual address.)

CURRENT FAVE GAMES:STARWING, TINY TOONS, MARIO KART

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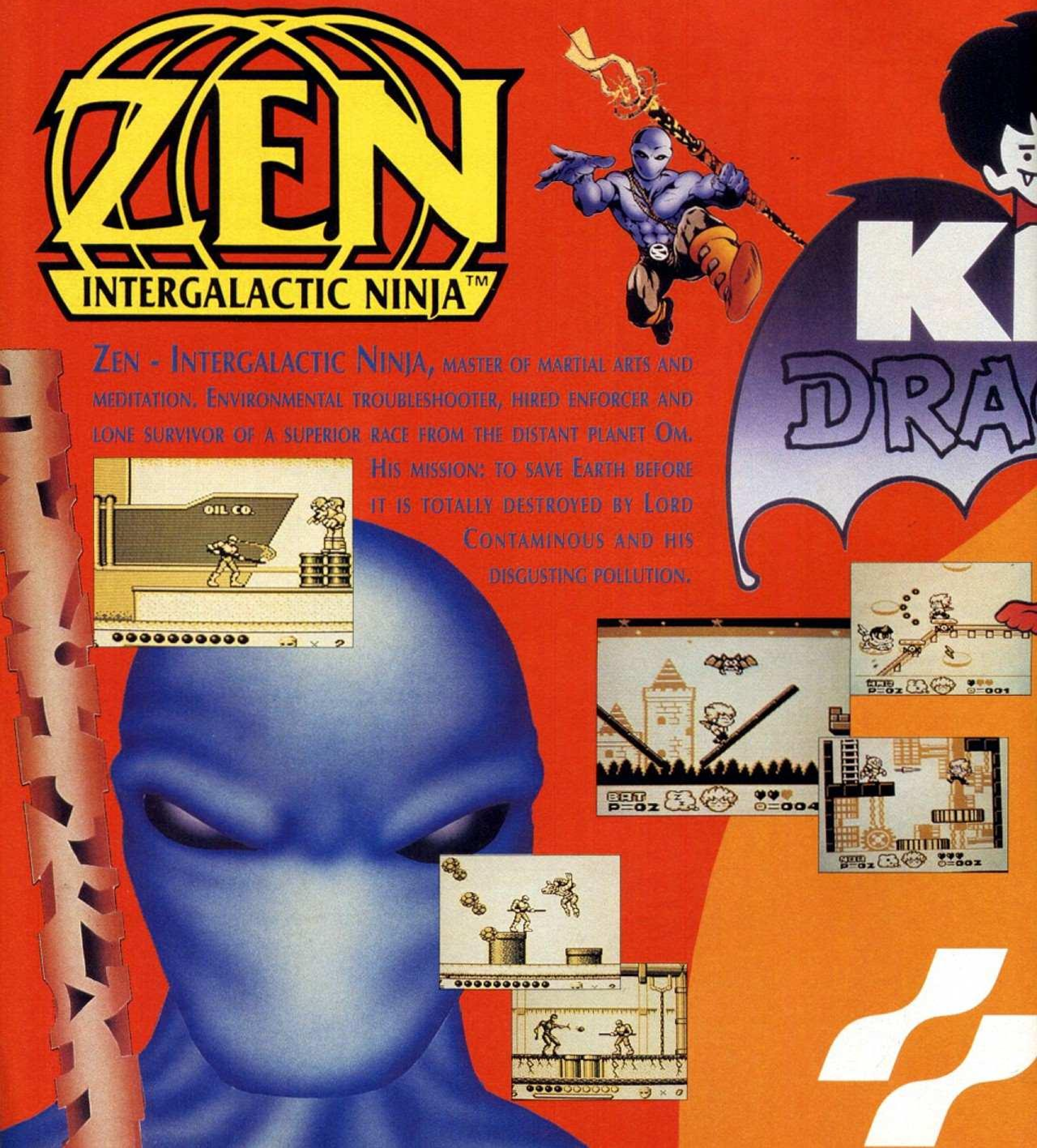

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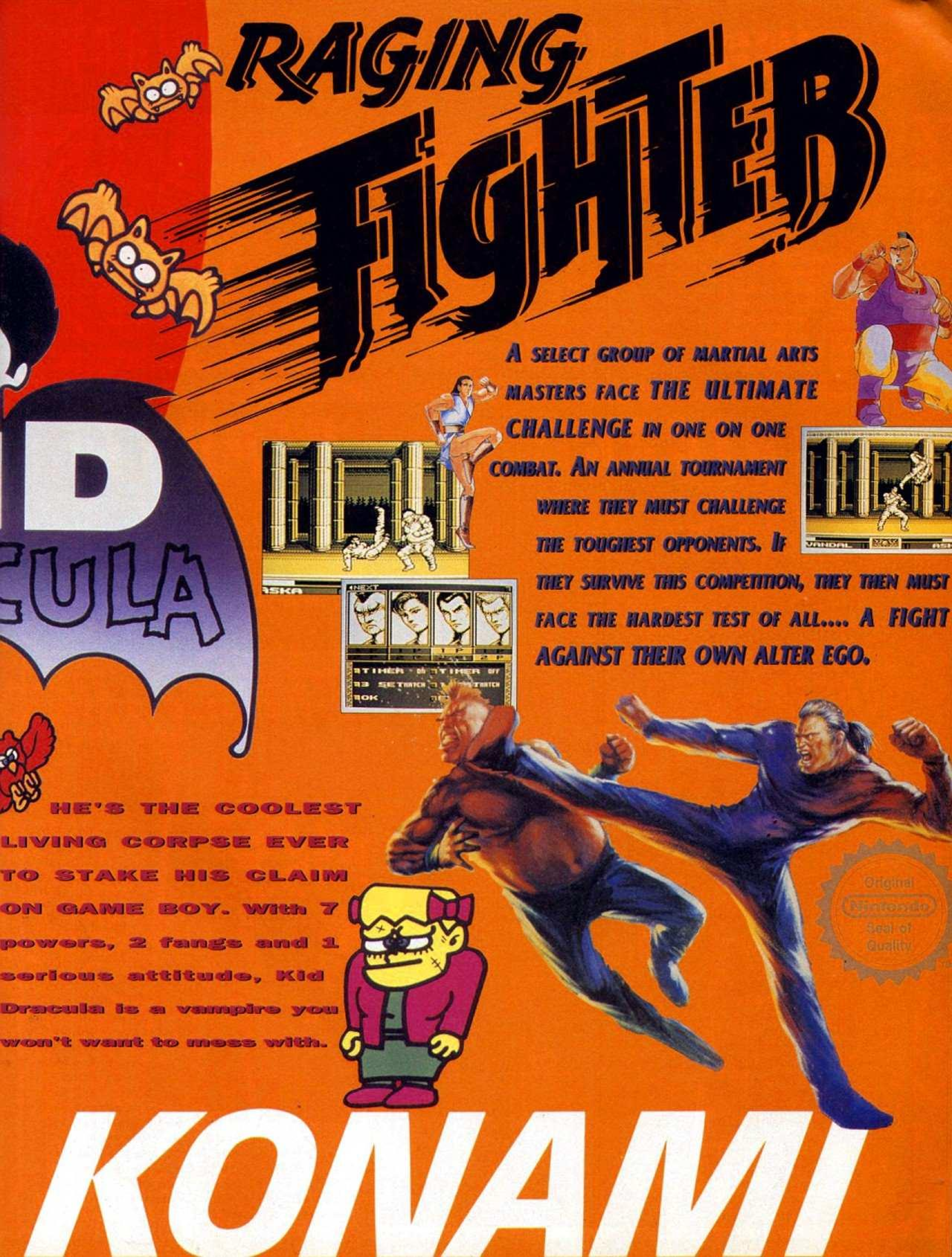
NEXT
ASKA
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Original Nintendo Seal of Quality

RAGING FIGHTER

A SELECT GROUP OF MARTIAL ARTS MASTERS FACE **THE ULTIMATE CHALLENGE** IN ONE ON ONE COMBAT. AN ANNUAL TOURNAMENT WHERE THEY MUST CHALLENGE THE TOUGHEST OPPONENTS. IF THEY SURVIVE THIS COMPETITION, THEY THEN MUST FACE THE HARDEST TEST OF ALL.... **A FIGHT AGAINST THEIR OWN ALTER EGO.**

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HE'S THE COOLEST LIVING CORPSE EVER TO STAKE HIS CLAIM ON GAME BOY. With 7 powers, 2 fangs and 1 serious attitude, Kid Dracula is a vampire you won't want to mess with.

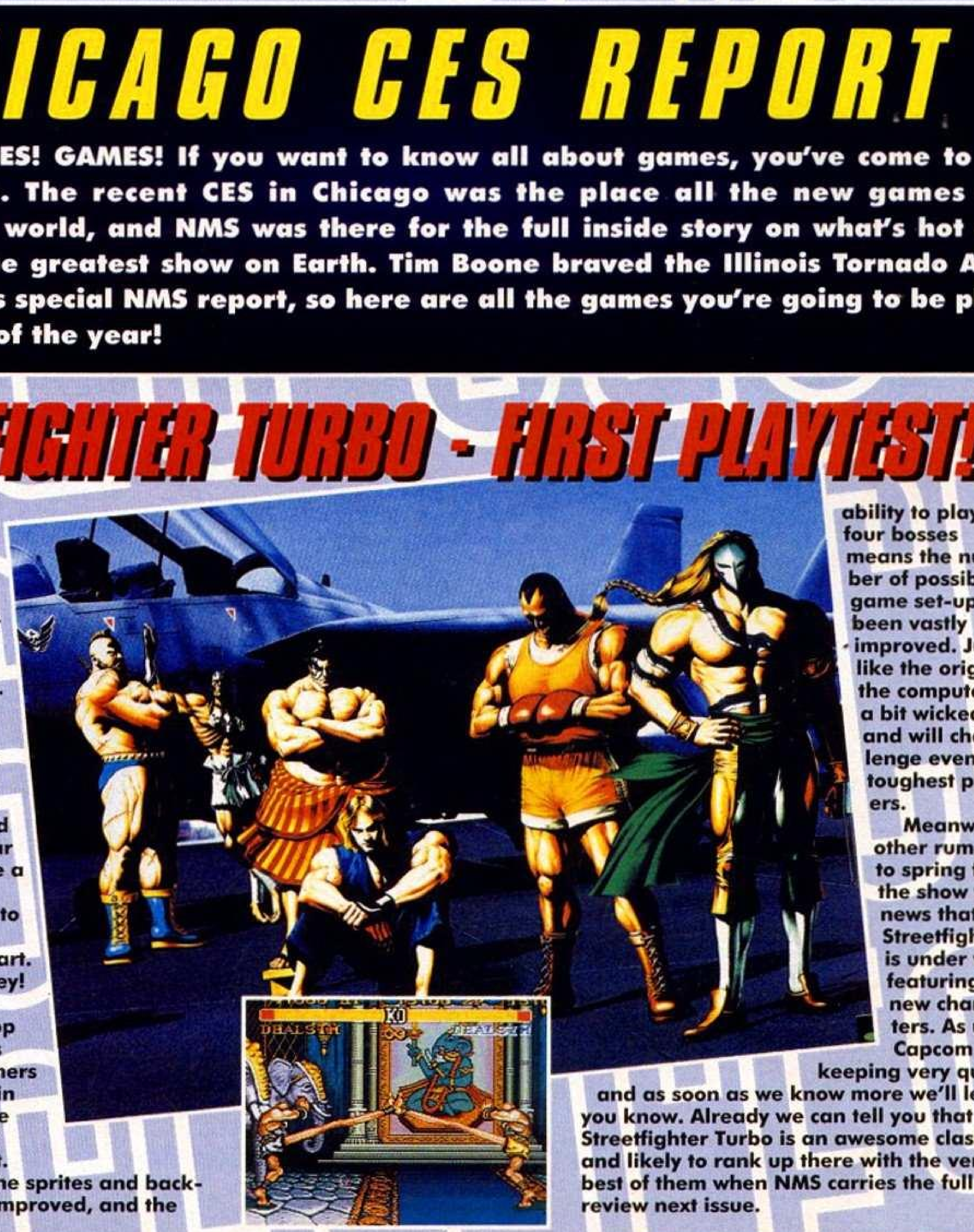
KONAMI

NNN

CHICAGO CES REPORT

GAMES! GAMES! GAMES! If you want to know all about games, you've come to the right place. The recent CES in Chicago was the place all the new games are unveiled to the world, and NMS was there for the full inside story on what's hot and what's not at the greatest show on Earth. Tim Boone braved the Illinois Tornado Alert to bring you this special NMS report, so here are all the games you're going to be playing for the rest of the year!

STREET FIGHTER TURBO - FIRST PLAYTEST!



Without doubt the biggest hit of the entire CES, Streetfighter 2 Turbo was on show as Capcom showed off the virtually complete cart for the first time.

In some ways Super NES Turbo is actually BETTER than the arcade machine: the cartridge features no less than four speed modes, so now you can choose the lower setting if you're a bit of a sad case or go for full four-star Turbo if you reckon you're a bit good. If that's not enough, you can also opt to play Champion Edition, which is also part of the cart. Talk about value for money!

All the extra special moves of the Turbo coin-op are in there, and rumours persist that the programmers have put some new ones in completely exclusive to the cart, although we haven't managed to find them yet.

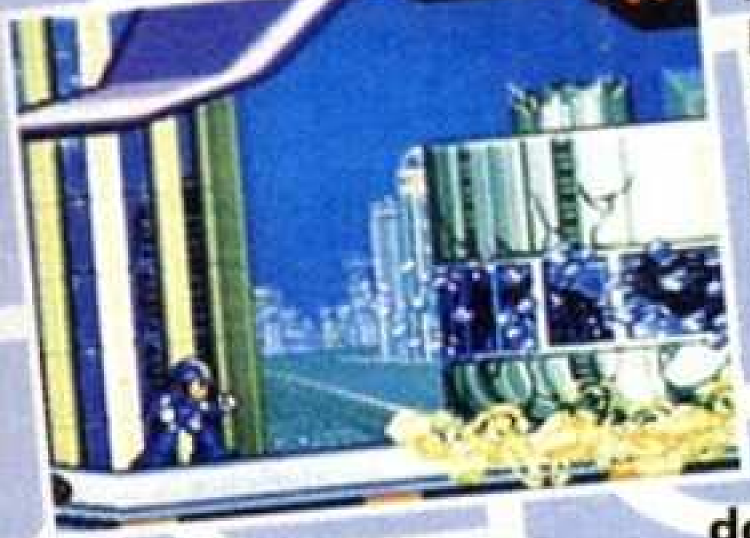
Just like the coin-op, the sprites and backgrounds have also been improved, and the ability to play all four bosses means the number of possible game set-ups has been vastly improved. Just like the original, the computer is a bit wicked, and will challenge even the toughest players.

Meanwhile, other rumours to spring from the show was news that Streetfighter 3 is under way, featuring four new characters. As usual Capcom were keeping very quiet and as soon as we know more we'll let you know. Already we can tell you that Streetfighter Turbo is an awesome classic, and likely to rank up there with the very best of them when NMS carries the full review next issue.

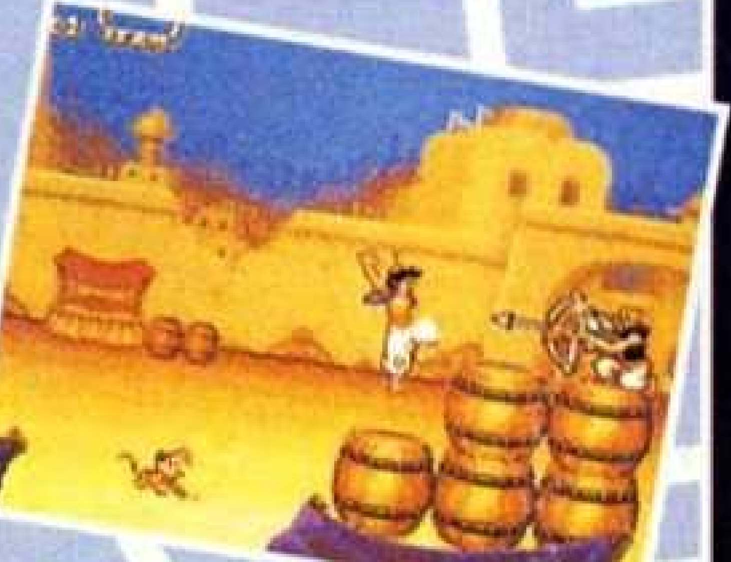
MEGA DISNEY DAZZLERS!

Capcom had a stack of new games to unveil at the show, including the long awaited Super Mega Man on Super NES and Disney tie-in Aladdin on the big Nintendo. Super Mega Man improves on just about all the features of the NES superstar, and anyone who'se never battled against mad Dr Wily is in for a bit of a treat. However, it has to be said that the format is starting to look a bit samey now, and it's going to take something very special to lift this cart from the crowd.

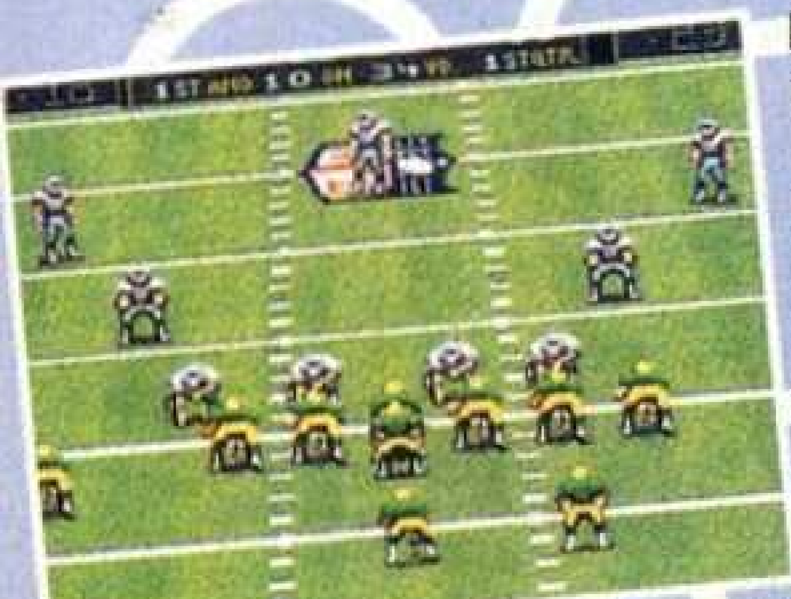
Aladdin could prove on of the hottest Disney tie-ins ever, and challenge Mickey Mouse for the hottest Super NES Disney license ever. The graphics are absolutely stunning with playability to match, and the game looks set to prove one of the hottest this year. On the down side, Goofy's Goof Troop looks fairly standard fare - although we'll bring you the full lowdown as soon as a review cart comes in. Other Capcom carts to look forward to include Eye Of The Beholder, a faithful conversion of the Amiga classic starting to look a bit long in the tooth, and MVP Football - a fairly decent American Football sim which hopes to knock John Madden off the top spot. More news on all these games soon!



NES owners haven't been forgotten either, even if there was nothing to see on the long-rumoured NES version of Streetfighter 2. Instead you can look forward to Mighty Final Fight, a nifty little clone with scaled down graphics and lots of challenge, Rescue Rangers 2, with the RRs doing more of what they do best, and Mega Man 6 - that's right, 6 - Mega Man's biggest outing yet.

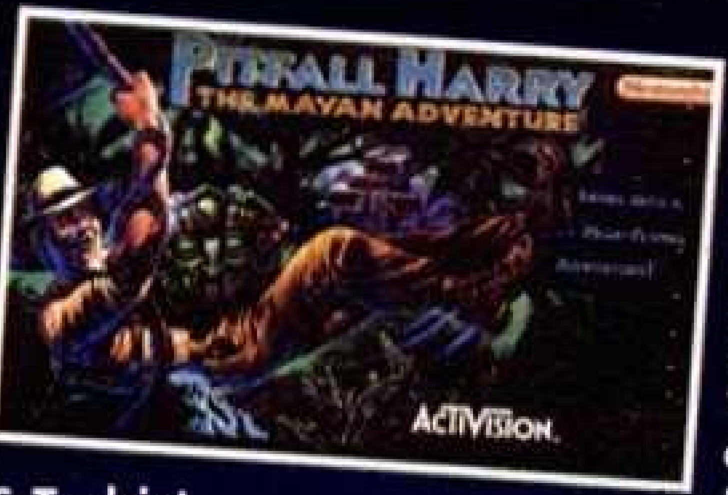


And if you've got a Game Boy, you can count yourself lucky, too. Capcom are set to unleash Mega Man 4 and Duck Tales 2 for the handheld, and we'll be bringing you lots more on both these titles very soon.

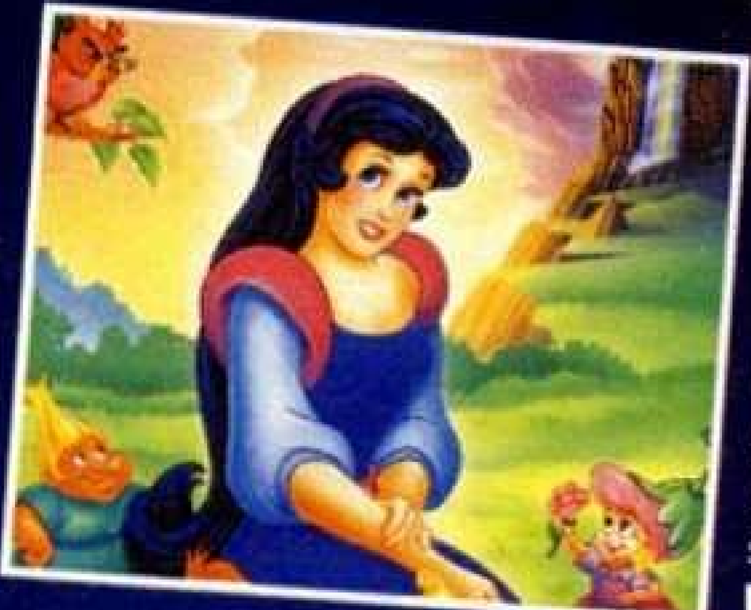


EAT MY (CES) SHORTS...SHORTS

...Activision are back, launching a load of Super NES conversions of classic computer games including Pitfall Harry: The Mayan Adventure, Kaboom! and River Raid: Mission Of No Return. There's also Super Pitfall on the NES. Free NMS T-shirt to the first person who writes in and tells us who wrote the original Pitfall...

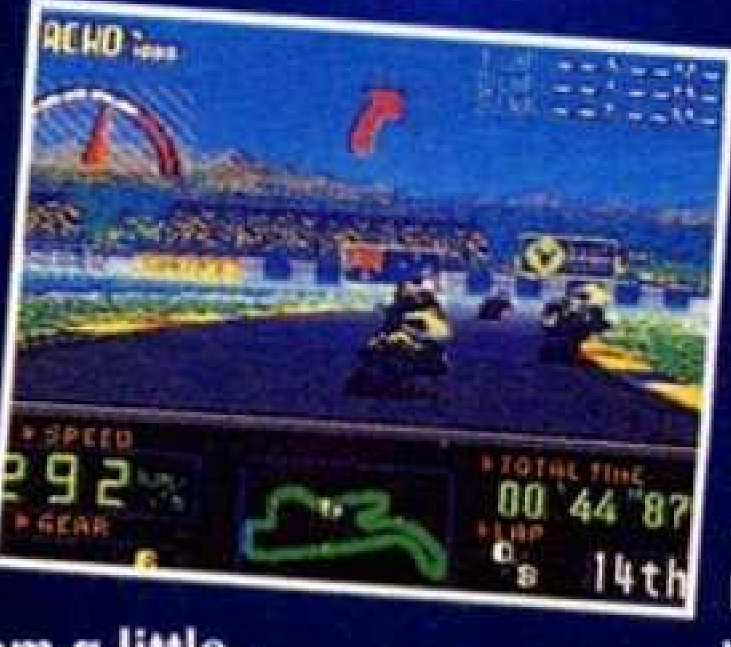


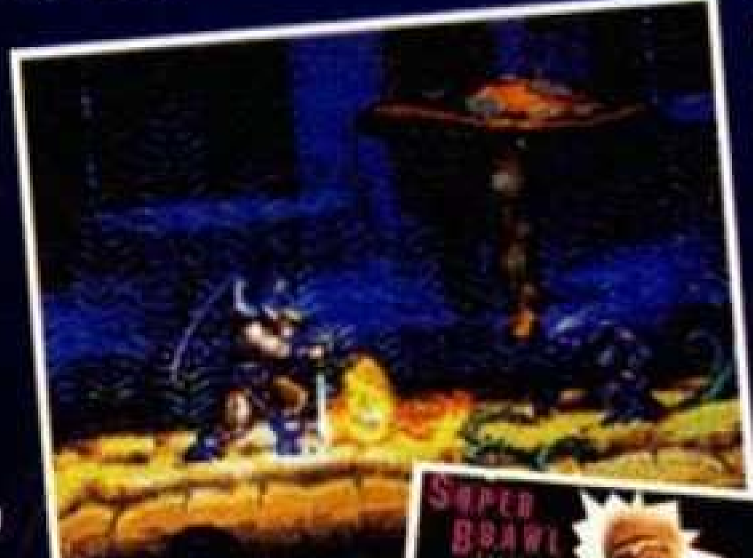
...American Softworks are going Trolls happy with Super Troll Island and Super Troll Gladiators - but aren't the toys a bit naff? Still, they're also doing Snow White - Happily Ever After, in which she gets to star in pantomimes every Christmas and do fitness workouts on breakfast TV...



...Ardy Lightfoot is quite a boy, and he's the star of a new platformer from Asciiware. This one could be good...

...Keep your eyes peeled for GP-1 and Run Sabrefrom Atlus, coming soon on Super NES. They're both storming games from a little-known company going places, and could prove surprise hits of the year. GP-1 is a motorbike race game and one of the best 3D outings yet seen, while Run Sabre picks up where Strider left off, with improvements galore. Graphics on both games are fairly astonishing, and as you read this frantic trans-atlantic negotiations should result in a full NMS Preview soon...





...Ultimate Fighter is a good looking SF2 clone from Culture Brain worth investigating...

...Lester The Unlikely and Mountain Sports are due on Super NES in the autumn, but developers DTMC win this year's prize for Silliest Name of a Game - Gordo 106: The Mutated Lab Monkey. Apparently there's a follow-up planned called Weirdo 106 - The Unfunny Software Person, but no confirmation yet...

...Keep both eyes open for Legend Of The Ring, the most realistic boxing game we've seen so far. Featuring awesome graphics and sound, this one throws you straight in the ring and doesn't let up until the final bell. Out soon on Super NES from Electro Brain, delivering other goodies including Soccer, Future Zone and Metal Masters, which is also coming on the Game Boy and looks dead good...

...Not much news from US biggie Electronic Arts, except to say they've got NHLPA '94 coming at around Christmas time. It'll be an interesting slog between this and Nintendo's own Ice Hockey game, and we'll be telling you which is best very soon...

...Actraiser fan? Lonely and destitute since you finished the game? Life lost all purpose? Want some good news? The sequel is coming soon, courtesy of Enix America. Just thought you ought to know...

SUPER BRAWL
FCI

...And you thought Acclaim had cleaned up with WWF, did you? Well, those rough and tumble tuffies from the world of, er, World Championship Wrestling are hitting Super NES and Game Boy soon, thanks to FCI. WWF2 is a bit dead good, so this one's going to

NINTENDO GO MARIO MAD!

Mario's back - and boy does he mean business! The world's most popular plumber was definitely Nintendo's star of the show, starring in a stack of new games.

The big news is that four of them are on one Super NES cartridge. Mario All Stars features NES games Mario 1, 2 and 3 updated to 16-bit, together with Mario Lost Worlds, a game only previously released in Japan. The cart's going to be a must for Mario fans, although NES owners who upgraded should beware that they're basically the same games as their NES cousins.

Mario and Wario is the other Big M title to hit the Super NES. It's a surprisingly addictive puzzle game in which Mario's aim is to get to Luigi by guiding the good fairy across blocks which can appear, disappear, dissolve and explode. At first the mouse-driven game seems incredibly simple, but as the game progresses the screens get hellishly tough. If you've already got a mouse you'll have fun with this, and if Mario Paint didn't persuade you to tool up with one this could just do the job.

Super Nintendo Scope fans are in for a bit of a treat, too. Yoshi's Safari is probably the best shoulder-blasting laugh yet, featuring our prehistoric pal in a 3D world where the only way to get anywhere is to shoot everything in sight and, when the going gets tough, jump for it! The game has some really neat graphical touches, excellent sound and is definitely one to look out for. Battle Clash fans aren't left out either. Battle Clash II picks up where the original left off, delivering the same blasting frenzy but improving on the playability of the original. Definitely worth a look if you haven't got the original, but be a tad cautious if you have because you might think the follow up is too similar.

Nintendo's other 16-bit star of the show was a fairly breathtaking ice hockey game called NHL Stanley Cup. The Americans are going to freak over this cart, which faithfully recreates one of their favourite sports, but you're going to have to wait for the NMS Review to find out whether the game cuts the mustard over here. At first sight it looks like a completely awesome 3D slapshot sim to put even EA's NHLPA Hockey to shame, but whether it's got the same long-term two-player addiction only time will tell...

MARIO
0000
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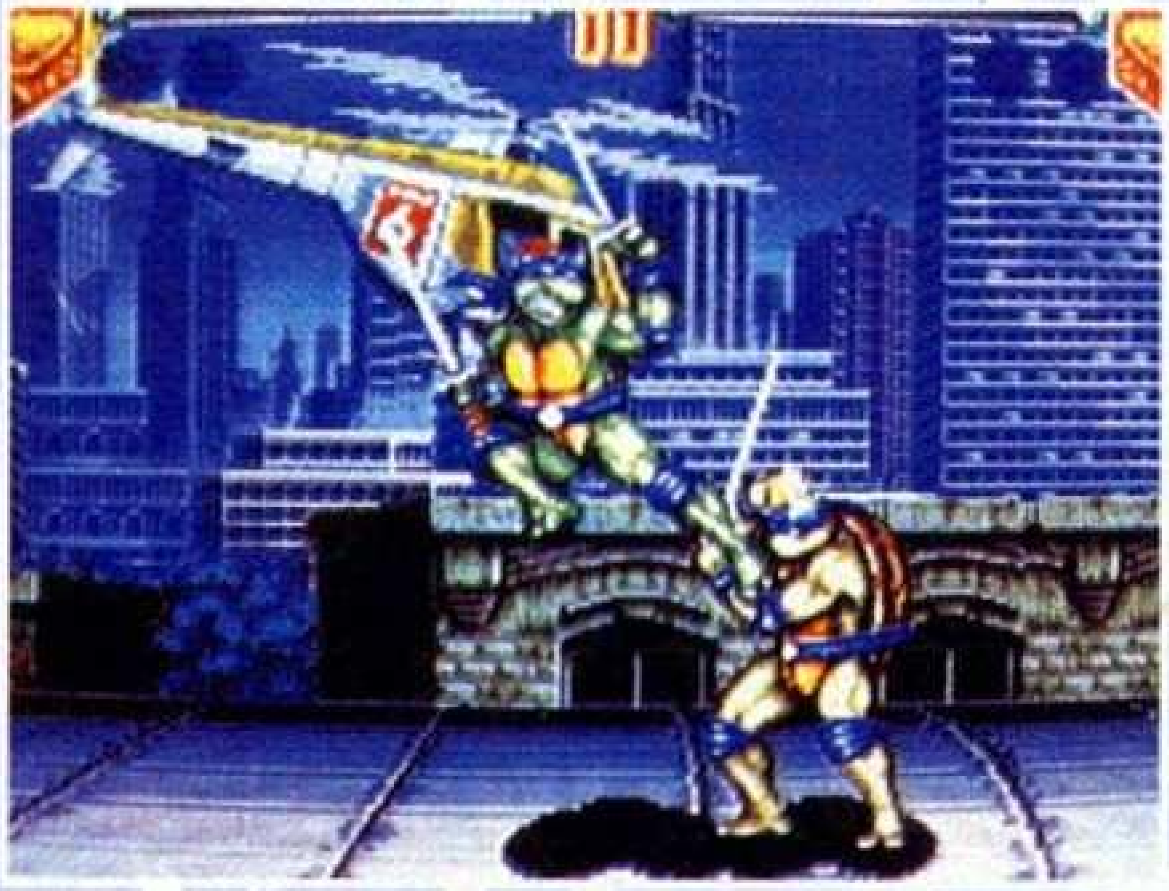
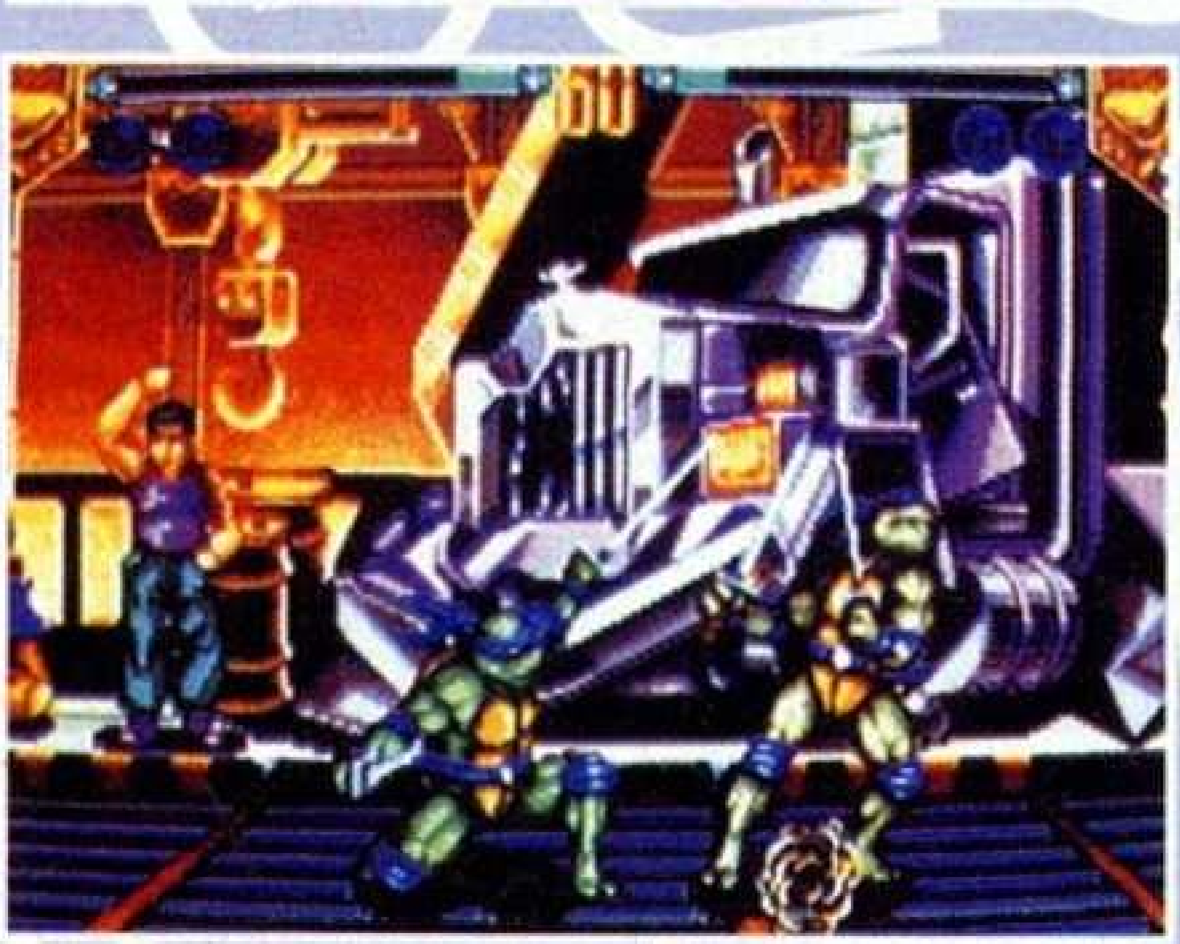
TOTAL TURTLE TROUBLE

Big news for fans of Streetfighter, Turtles or, better still, both. Konami are beavering away on Teenage Mutant Ninja Turtles - Tournament Fighter, not unlike the globally famous game of world warriors it's not at all a rip-off of. Choose your Turtle and take on the machine or a mate in a timed fight to the finish. Unfortunately there wasn't anything to see at the show, although Konami have a habit of spiriting brilliant products out of thin air and its unlikely that this will be an exception. More Konami news very soon!

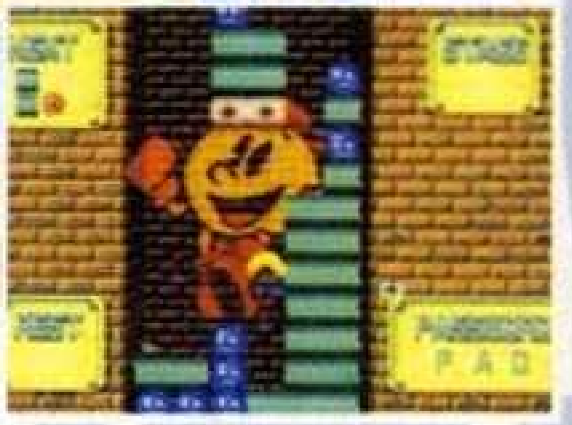


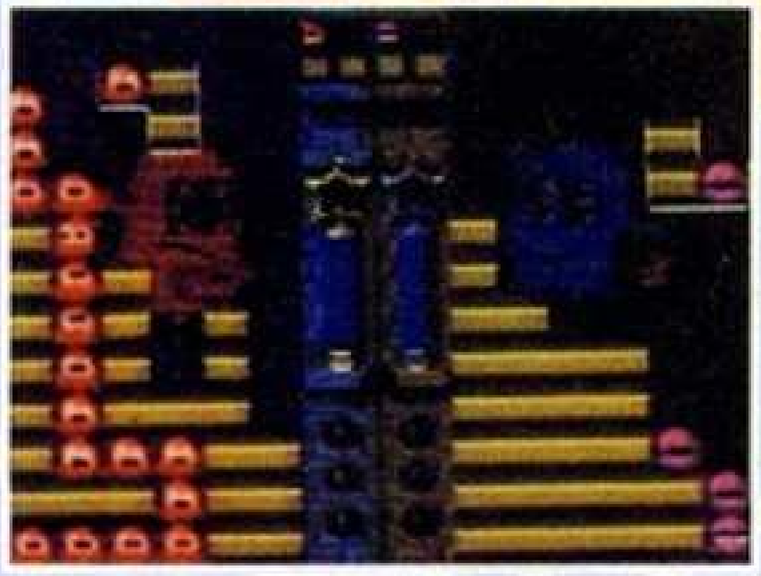


SO YOU WANT SOME TETRIS TOO!

Hot! Hot! Hot! Remember the NMS boys ranting and raving about Tetris 2? The good news is the game is coming to NES and Game Boy very soon! Nintendo were hoping to have the cart on show at CES, but unfortunately it didn't appear. However, rest assured it is on its way and as soon as we see something we'll let you know. Two-player Bombliss via GameBoy link-up is going to be something else!

PAC UP YOUR TROUBLES

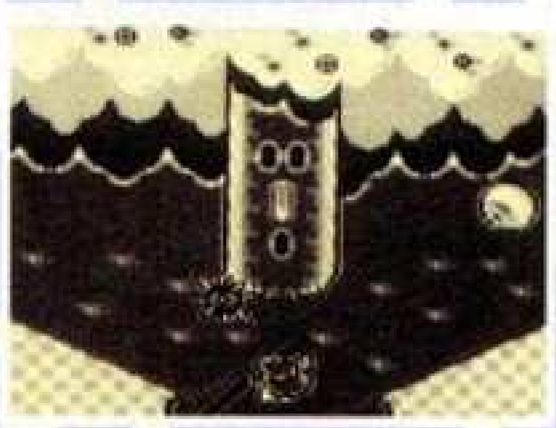


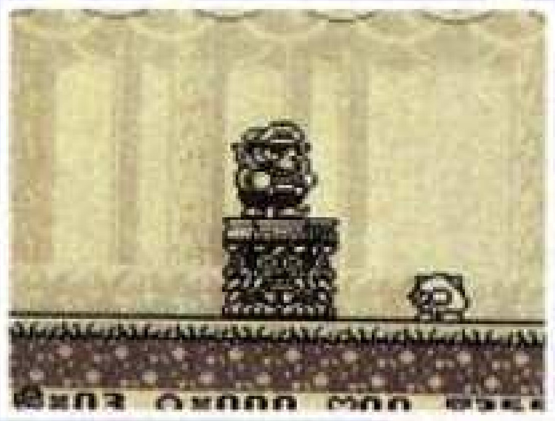


Remember the ghost-gobbling superstar of the Eighties? Well, he may have been in semi-retirement since Pac-Land, but now he's back in all-new adventures on Super NES and Game Boy, courtesy of Namco. Pac-Man 2: The New Adventures puts our maze maniac back where he likes to be - in the thick of the action - while Pac-tris is a nifty Tetris clone and great fun to play. Meanwhile Ms Pac Man is preparing to make her debut on Game Boy, and unless we're all very careful the whole Pac phenomenon looks as if it's all going to start all over again...

GAME BOY GOODIES GALORE

Nintendo handheld hilarity knows no bounds, with the release of three big-time titles from Nintendo themselves. Best of the lot has got to be Kirby's Pinball - the best hand-held pinball game you're likely to find anywhere! This is the game in which Kirby curlsup and becomes the ball, and the aim is to rack up as many points as possible across some seriously wacky screens. Kirby whizzes about at a fair old lick and the inertia of a real pinball has been perfectly captured to deliver a real gem. Keep your eyes peeled for more on this one soon.





Wario Land is the latest in Mario's hand-held antics. This time round he's become his evil alter-ego whose mission in life seems to be to deliver as much nastiness as possible as quickly as he can. The main sprite is absolutely enormous, and there are zillions of screens to battle through. Rumour has it that Mario himself puts in an appearance somewhere along the line (to herald the arrival of Mario Land 3?) but we haven't seen it yet and will give you the full lowdown just as soon as we do.

Nintendo's other big hand-held title is Metroid II - Return Of Samus. In America old Metroid seems to be going down a bit of a bomb, but to be honest I can't see what all the fuss is about. This could be one of the hottest carts of the year, though - so stay tuned to NMS and we'll soon be telling you all about it!

STAR TREK HITS NINTENDO

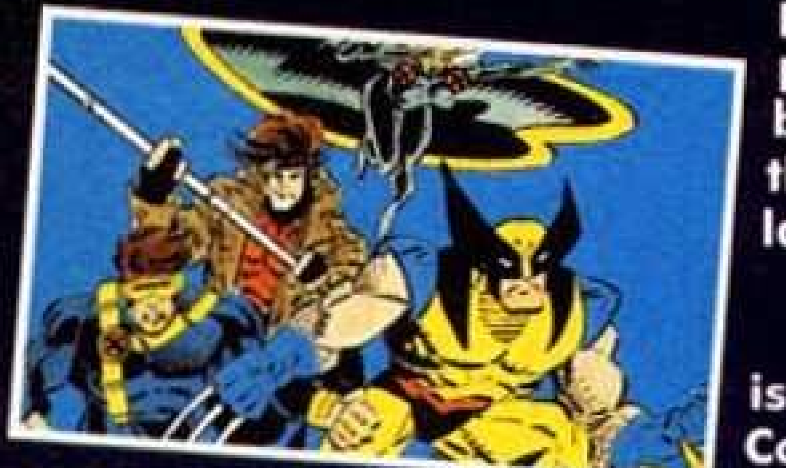
Yes indeed, Star Trek Next Generation fans are in for a bit of a treat with tie-ins set to appear on every Nintendo machine.

Spectrum Holobyte are busily putting the final touches on the Super NES versions of the game, and the game looks very faithful to the TV series, and features plenty of depth as you guide the enterprise and its crew through a variety of testing missions. Definitely one to look out for.

Meanwhile, the NES and Game Boy licenses are being programmed by Absolute. The Game Boy version looks particularly impressive. So look out for them all and, er, Engage!

EAT MY (CES) SHORTS...SHORTS

have its work cut out. Incidentally, Natsume are releasing Natsume World Champ Wrestling as well. Get set for a fight...



...Just when you thought it was safe to go back with the porter, along come Hi-tech with more iffy licenses to wow us with. Stereotyped girly doll, Barbie, follows up her less than outrageous Game Boy success with Super Barbie Model on the Super NES, while the same company sees fit to inflict Beethoven, the console game, on the civilised world. Another of their top titles of '93 is "We're Back". Quite...

POW
TUR
VS.
TURBO FORCE

...Jaleco are lining up a few top sporting titles for later this year. The stars behind Tuff E Nuff and Operation Logic Bomb will soon be unleashing Super Bases Loaded 2 and Pro Sport Hockey, both well worth looking out for. Unfortunately, Goal! II is also in the offing. Nothing to see at present, but when you consider the original Goal! there's an awful lot of work to be done...

...Of all the things 002 - Kaneko are set to unleash Socks The Cat on an unprepared world. That's right, a Super NES game based on Bill Clinton's cat. It's called Socks The Cat Rocks The House, and I can't take it any more...

...Regular NMS readers know all about Kemco's forthcoming releases Top Gear 2 (well spiffy racer) and First Samurai (so so swordplay) but you don't know about G2. You play the part of this psychotic robot with bolt-on weapons and the game looks quite a laugh. More soon...

...Ghenghis Khan II is on the way from Koei Corporation. Just in case you actually wanted to know...

...WWF 4 is coming to NES later this year from Acclaim. So is WWF 3, NFL Quarterback and Spiderman/X-Men. No details yet...

...NMS sister mag editor Richard Leadbetter thinks Thomas The Tank Engine from Malibu Games is "very good." We've booked him into the clinic at three...

...Hyper V-Ball, the new volleyball game from McO'River does indeed look very good...

...Microprose have unveiled Airborne Ranger for Super NES, and it's a neat conversion of their hit Amiga wargame. It's a bit of a laugh and we'll be updating you soon...

...Mindscape have a fistful of goodies in the pipeline, including Championship Pool, Captain America, Wing Commander Secret Missions (ooh!) and something called Food Fight. Now how can a console game possibly capture the sheer brilliance of the real thing?...

...Ocean are beavering away on their conversions of Jurassic Park (top film!) and Dennis The Menace across all formats. They're also for some reason converting The Untouchables, and we'll have the full lowdown on the whole lot soon. Oh, and they're also

EVEN MORE EAT MY (CES) SHORTS...SHORTS

converting Road Rash to the Game Boy...

...Remember Captain Novolin? Well, the people behind that diabetic debacle are soon to unleash Burnout. Details are scarce, but rumour is you play this high-powered executive who eats too much fatty food, never does any excercise and keels over with a massive coronary. Don't watch this space...

0:02:32
0:00:00

...Seta are lining up loads of goodies including Nosferatu and Kendo Rage. Don't forget to buy their F1 II as soon as you can. It's ace...

...The Chaos Engine was a bit dead ruddy good on Amiga. Now it's coming to Super NES called Soldiers Of Fortune via Spectrum Holobyte and looks, well, a bit dead ruddy good...

...Japanese superstars, Sunsoft, are one of the biggest and best software houses in the world. By the time you read this we may well have squeezed more on Bugs Bunny, Daffy Duck, Aero The Acrobat and World Heroes into this issue. If we haven't, take it from me that they're a bit brill and we'll be telling you all about them next month...

AERO THE ACRO-BAT

...THQ are unleashing The Ren And Stimpy Show across all formats. I'm sure the fans will be pleased...

...Taito have a stackful of software to unleash this year, with major titles among them. Games to look out for include Estpolis, Darius 3, Super Arkanoid and The Flintstones. But biggest of the lot has got to be Super Chase HQ, a conversion of the fairly ace coin-op which could prove a runaway winning. Stay tuned...

...Get set for action, fight fans. Art Of fighting is almost ready to burst onto the screen, complete with all the features of the Neo Geo original and that nifty zoom-in, zoom-out feature we all love. How the game converts to Super NES remains to be seen, but we'll be here to tell you all about it first...

SUPER OFF ROAD
The BAJA
SUPER NINTENDO

...American supersofties Tradewest were on show in full effect, previewing tons of top titles we'll be telling you about in full detail soon. Super Off Road Baja is a well decent 3D sequel to the original racer, while Battletoads will eventually arrive under the title Battletoads In Battle maniacs. Plok is a decent platformer with nifty graphics, but pick of the bunch on Super NES has got to be Super Baseball 2020, a conversion of - wait for it - 2020 Baseball on the Neo Geo and just about identical to the original. On Game Boy keep your eyes peeled for more Battletoads tomfoolery in Ragnarok's World and Battletoads Vs Double Dragon. It's all happening, eh?...

BATTLETOADS
BATTLEMANIACS
SUPER NINTENDO

...UBI Soft are converting John Madden Football to NES and Game Boy (now how are they going to do that?) are releasing a new racer called Formula One Grand Prix on the Super NES. This game is not related to Geoff Crammond's brilliant computer game, but a split-screen affair looking rather good nonetheless...

...And finally - Virgin USA are preparing to slap down a tablefull of gaming goodies soon in the shape of Super Slam Dunk, Super Caesar's Palace, Cool Spot, and pick of the bunch Robocop Vs Terminator (a different game to that coming from Interplay). More news on this lot soon, you lucky, lucky people!

Highlights of Chicago:

1. Skyscrapers and bizarre underground walkways.
2. Being in the middle of a Tornado Alert.
3. Monsoon rain.
4. American cars.
5. The Battletech Centre.

Lowlights of Chicago:

1. Smelly cabs.
2. Smelly cab drivers.
3. Crooked cab drivers.
4. Smelly and crooked cab drivers.
5. Smelly and crooked cab drivers in smelly cabs.

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SUPER NINTENDO™
ENTERTAINMENT SYSTEM

KONAMI

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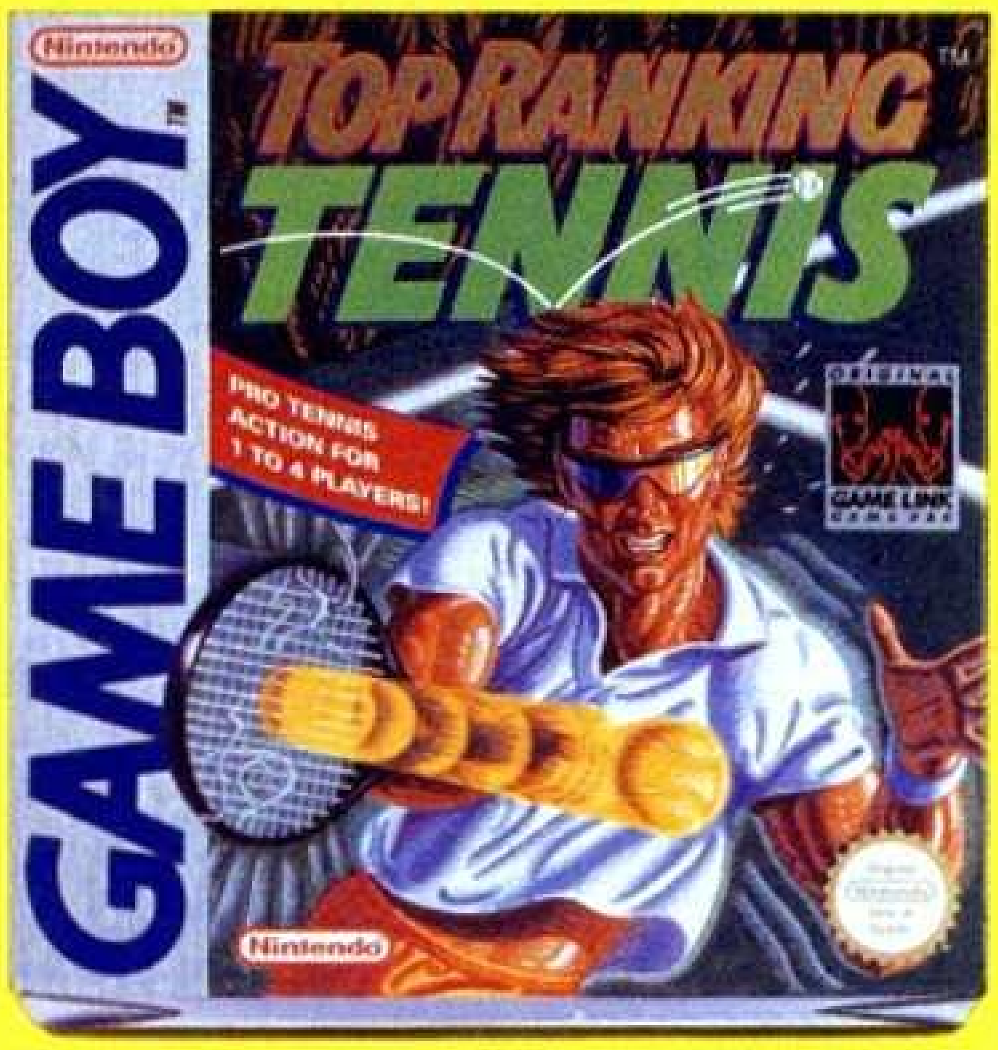
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TOP RANKING
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PRO TENNIS ACTION FOR 1 TO 4 PLAYERS!
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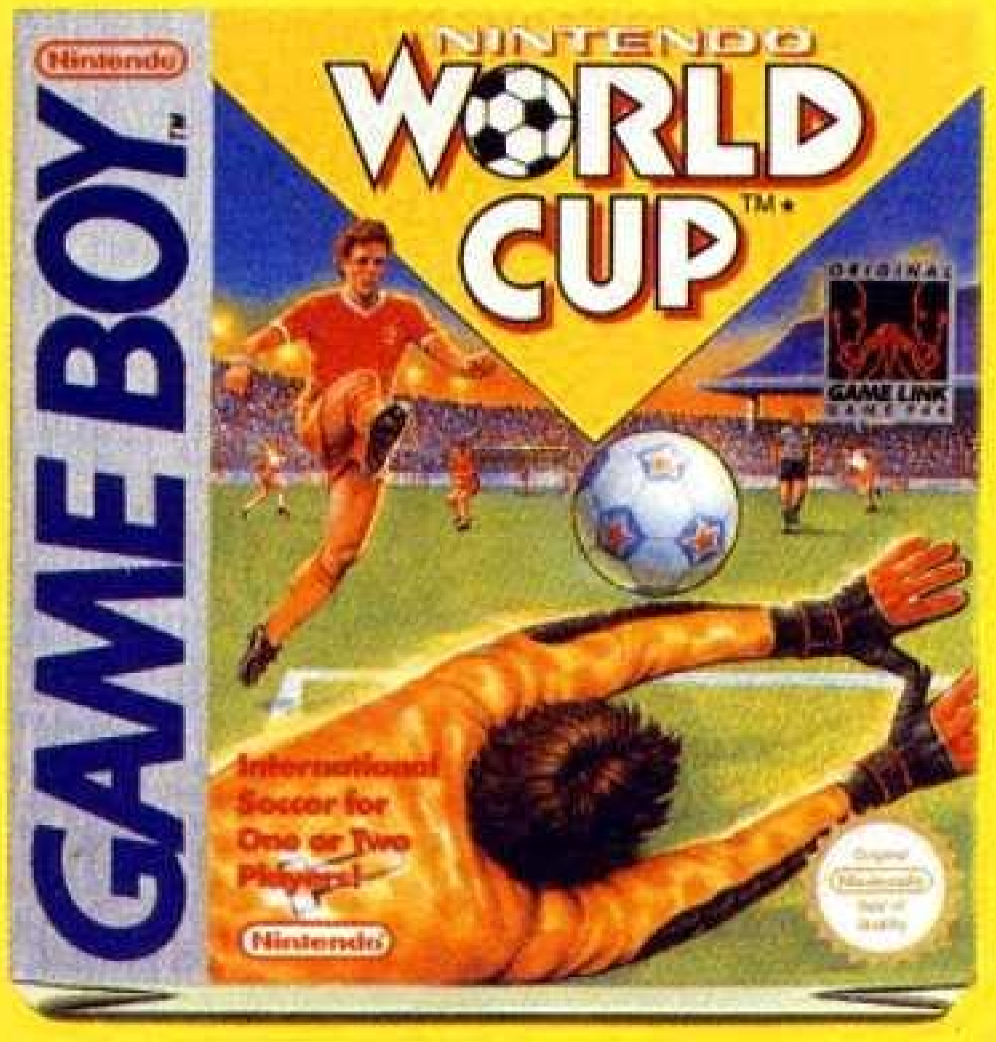
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ORIGINAL
GAME LINK
GAME PAK
International Soccer for One or Two Players!
Nintendo

SMASHED

ORTS GAME ON GAME BOY.

CHILD'S
PLAY

Nintendo
Nintendo GAME BOY
SELECT
START

IT
AIN'T

Nintendo

GAME BOY

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

SUPER MARIO ALL-STARS

CART SPEC

- **BY:** NINTENDO
- **PRICE:** TBA
- **RELEASE:** SEPTEMBER
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 16 MEG

GAME INFO

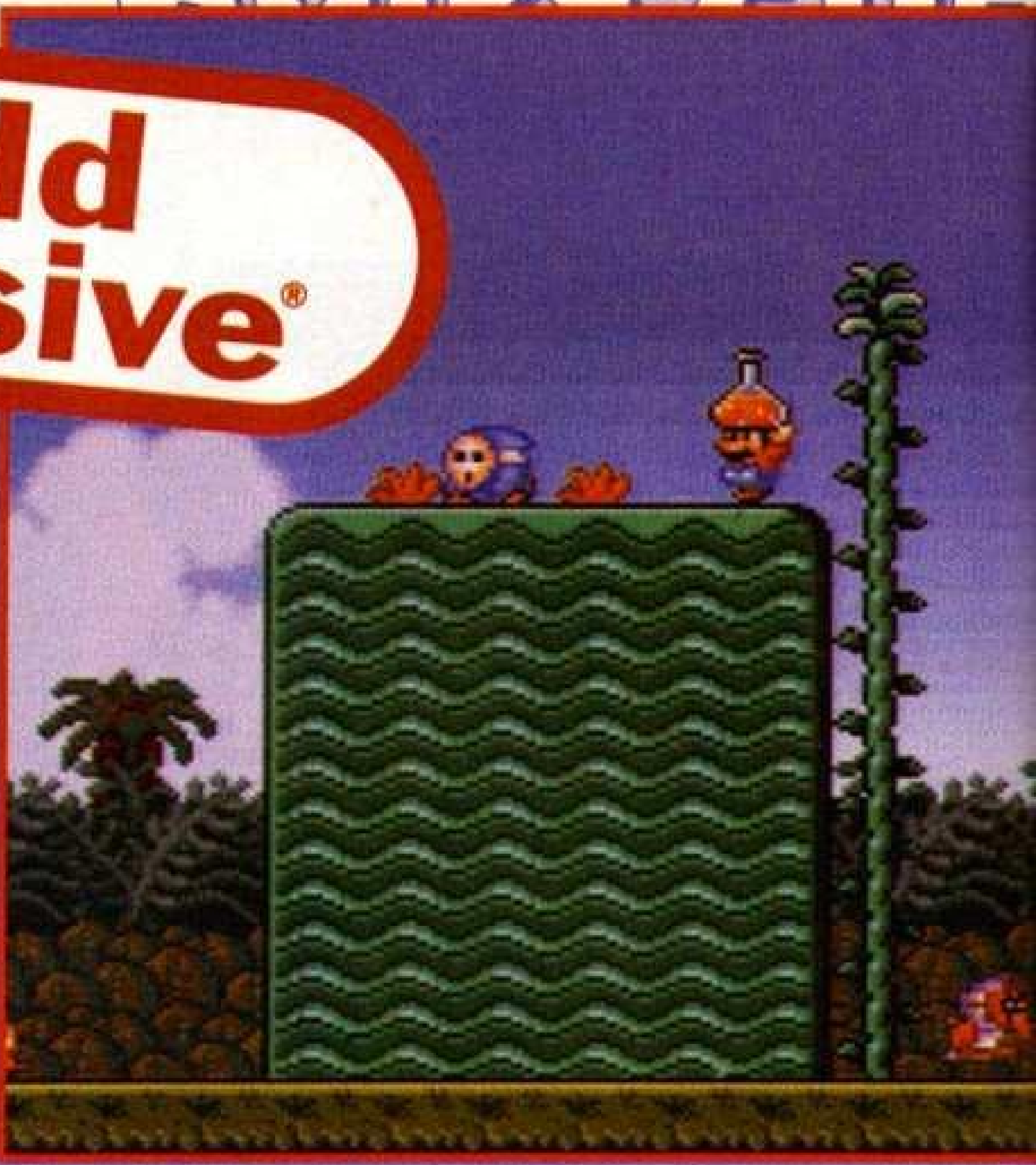
- **PLAYERS:** 2
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** Infinite
- **RESPONSIVENESS:** Excellent
- **1ST DAY SCORE:** Complete 50% of Mario 1
- **GAME ORIGIN:** Super Mario Bros was the first game for the NES system when it was released in 1985.

CONTROLS

- **HOW TO PLAY:** Guide Mario or his pals around four platform classic games! What else!

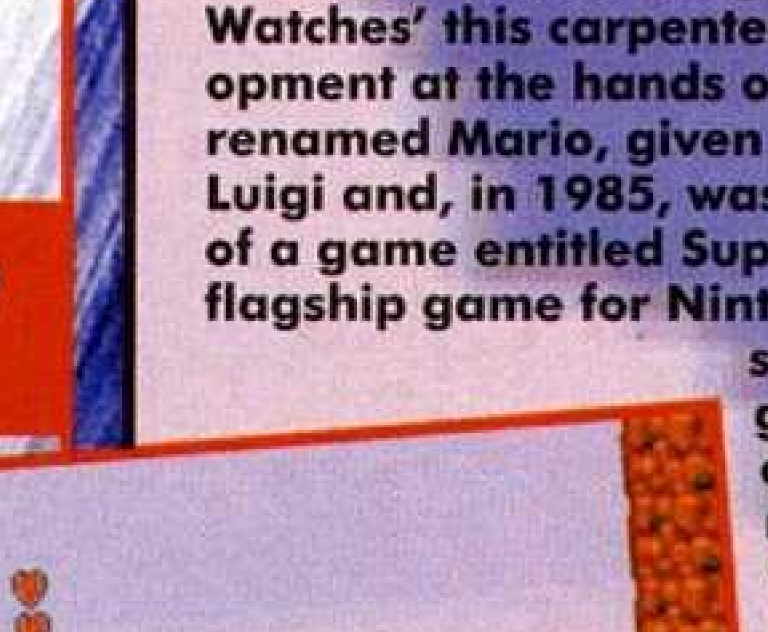
A	JUMP OR SWIM
B	JUMP OR SWIM
X	RUN OR SHOOT FIREBALLS
Y	RUN OR SHOOT FIREBALLS
L/R	L: NO FUNCTION R: NO FUNCTION
S	START: STARTS/PAUSES SELECT: NO FUNCTION

World Exclusive®

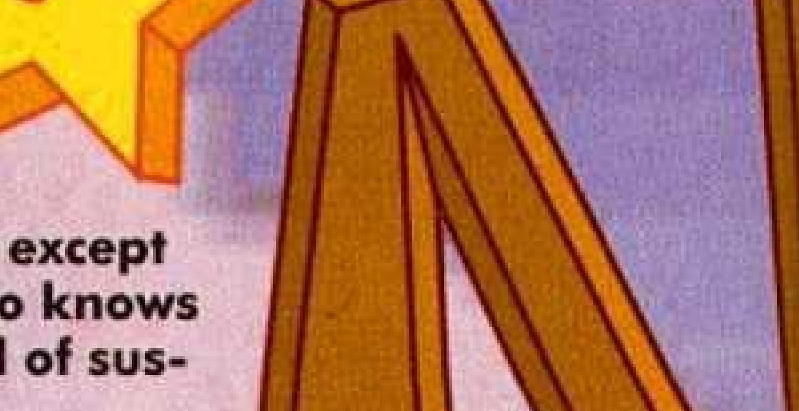


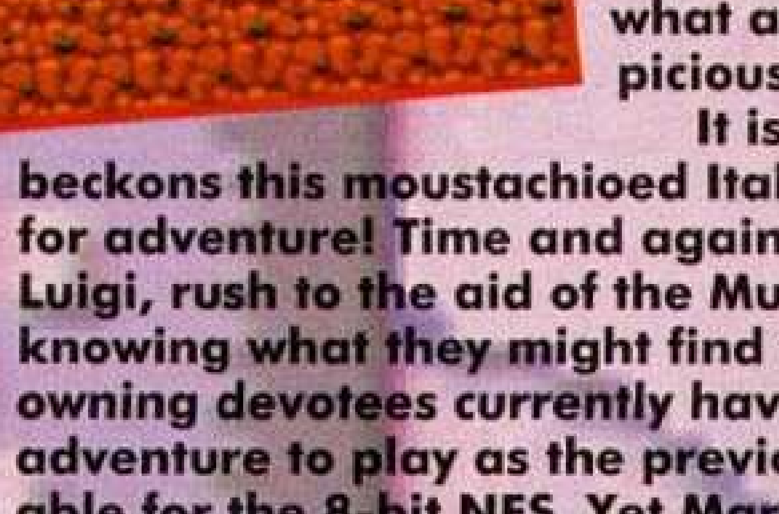
Surely the majority of Mario fans know his success story by heart. But for those who don't, here's a brief re-cap. In 1977 Nintendo hired Sigeru Miyamoto as an apprentice in their planning department. However, it soon became apparent that Sigeru's talent lay in designing video games. By 1981 he had produced the Donkey Kong coin-op featuring an anonymous carpenter dressed in red overalls and sporting the largest of noses. His task was to rescue a girl named Pauline from the clutches of a gorilla named Kong.

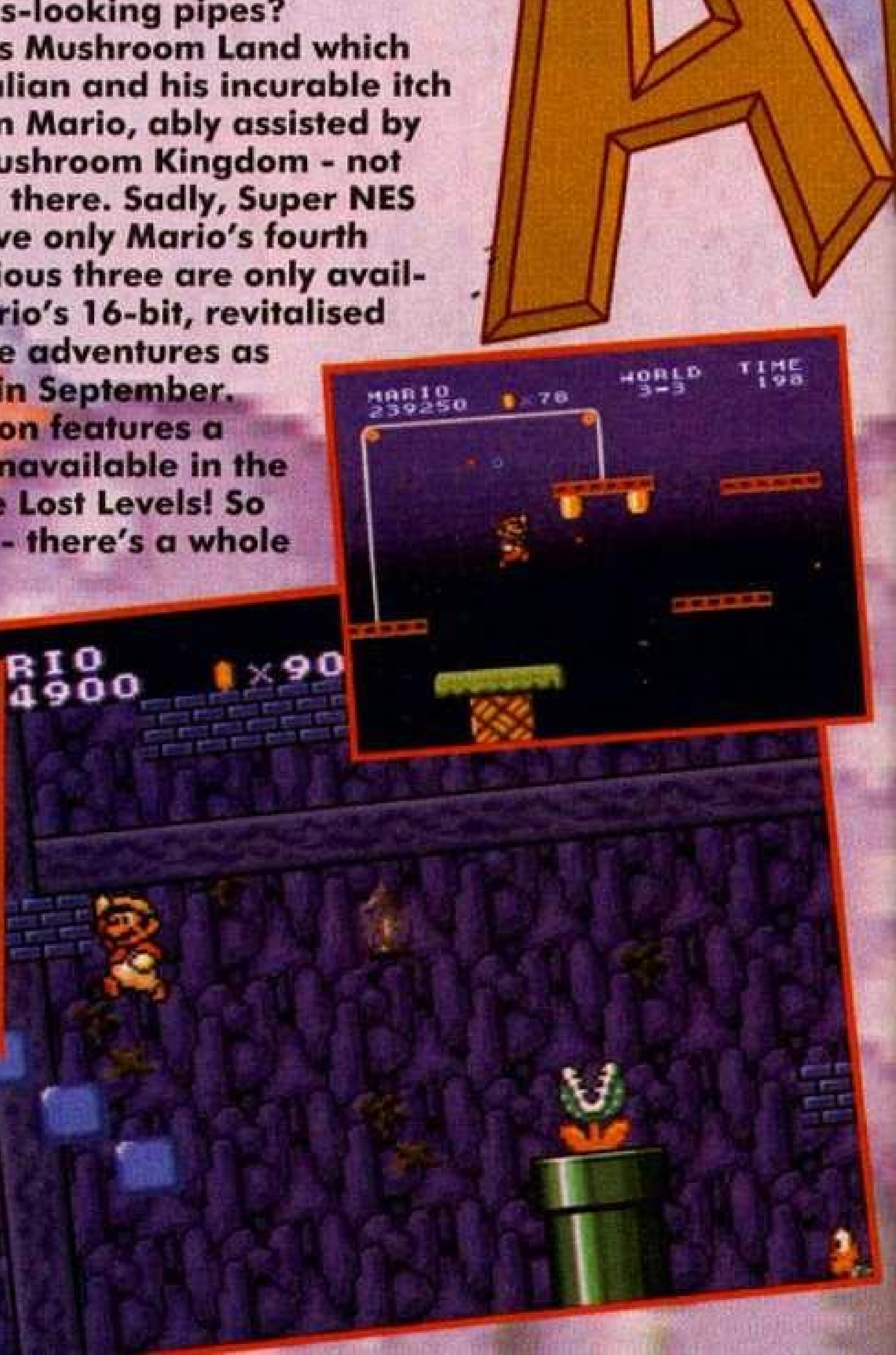
After a brief outing on Nintendo's 'Game and Watches' this carpenter went through some development at the hands of Miyamoto. He was renamed Mario, given a skinny brother called Luigi and, in 1985, was placed in the starring role of a game entitled Super Mario Brothers - the flagship game for Nintendo's home entertainment system. By some stroke of genius the brothers set out as plumbers and not carpenters, a profession which has subsequently given rise to all kinds of intriguing possibilities. Tree stumps give nothing away except perhaps their age, but who knows what awaits at the far end of suspicious-looking pipes?



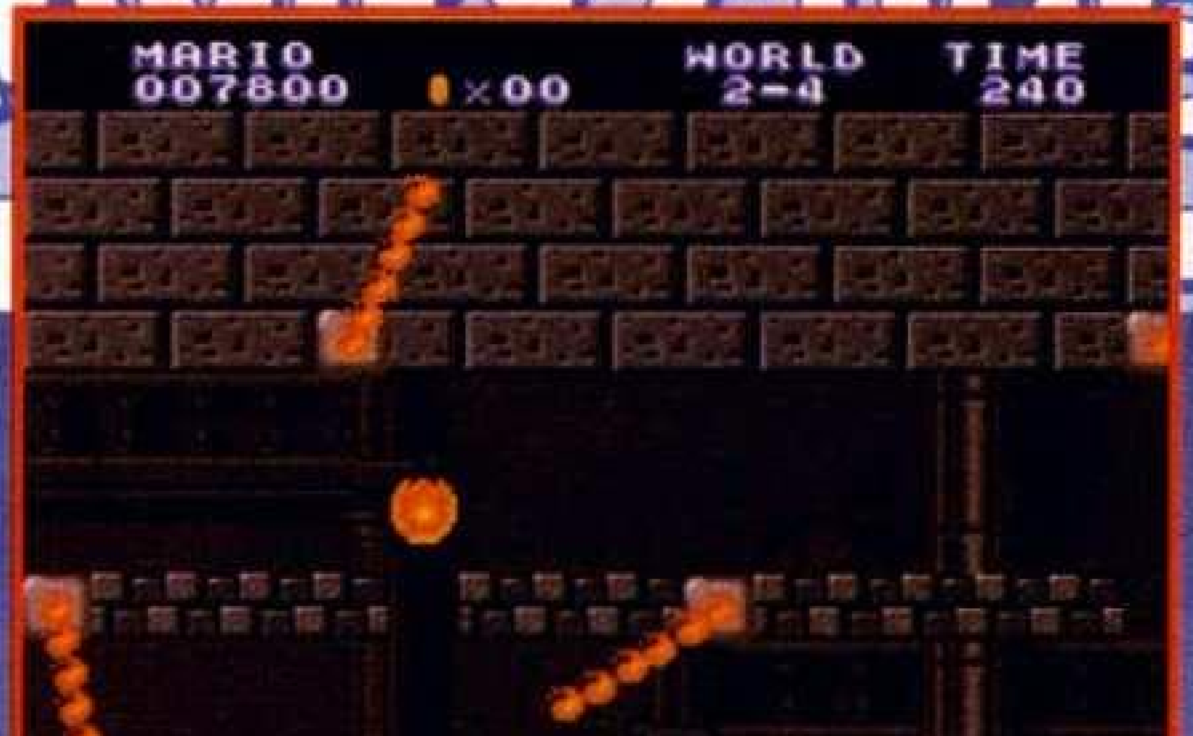
It is Mushroom Land which beckons this moustachioed Italian and his incurable itch for adventure! Time and again Mario, ably assisted by Luigi, rush to the aid of the Mushroom Kingdom - not knowing what they might find there. Sadly, Super NES owning devotees currently have only Mario's fourth adventure to play as the previous three are only available for the 8-bit NES. Yet Mario's 16-bit, revitalised persona is soon to revisit these adventures as Super Mario All-Stars arrives in September. Even better is that this collection features a part of the series previously unavailable in the west: Super Mario Bros II - the Lost Levels! So let's not waste any more time - there's a whole Mushroom World out there ready to explore!



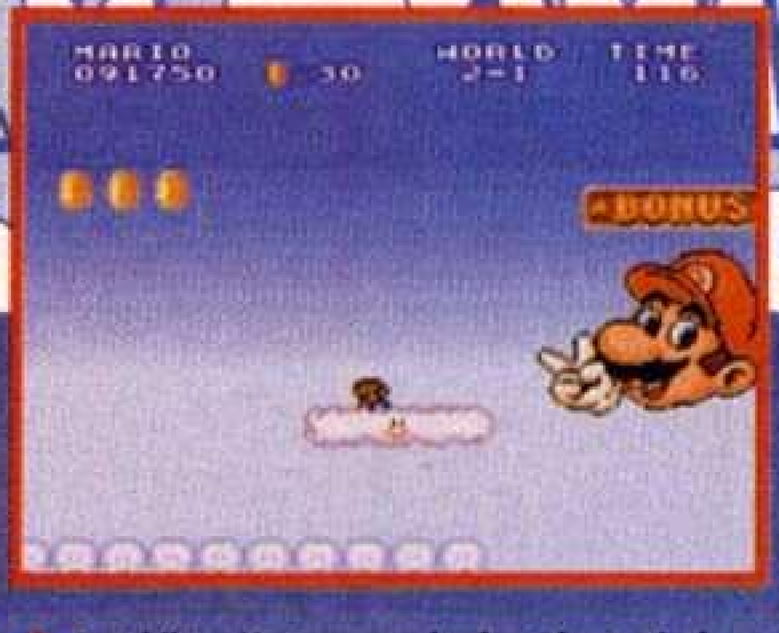




▲ Pictured above and to the right, Mario discovers the secret vine taking him to a top-secret warp. Where is it though? We're not telling!

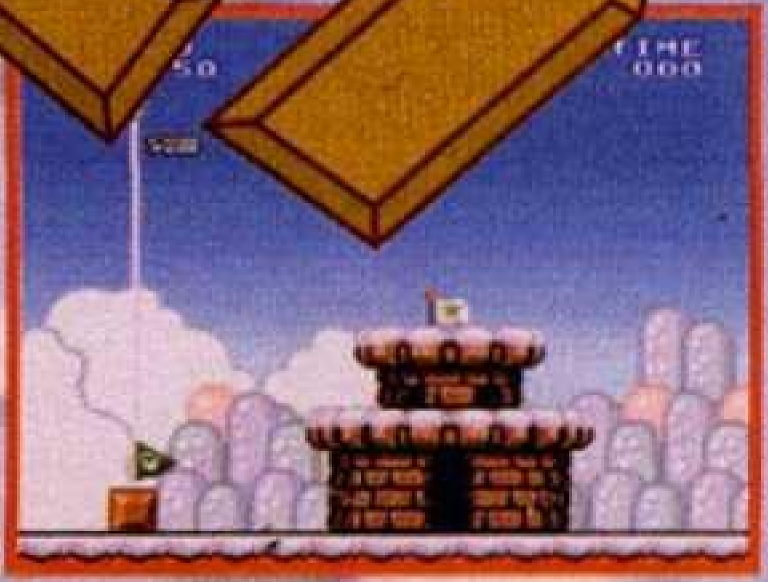

MARIO 007800
×00
WORLD 2-4
TIME 240

▲ Fire-bars and a lone Podoboo - the blob of lava - show no mercy!


MARIO 091750
30
WORLD 2-1
TIME 116
BONUS

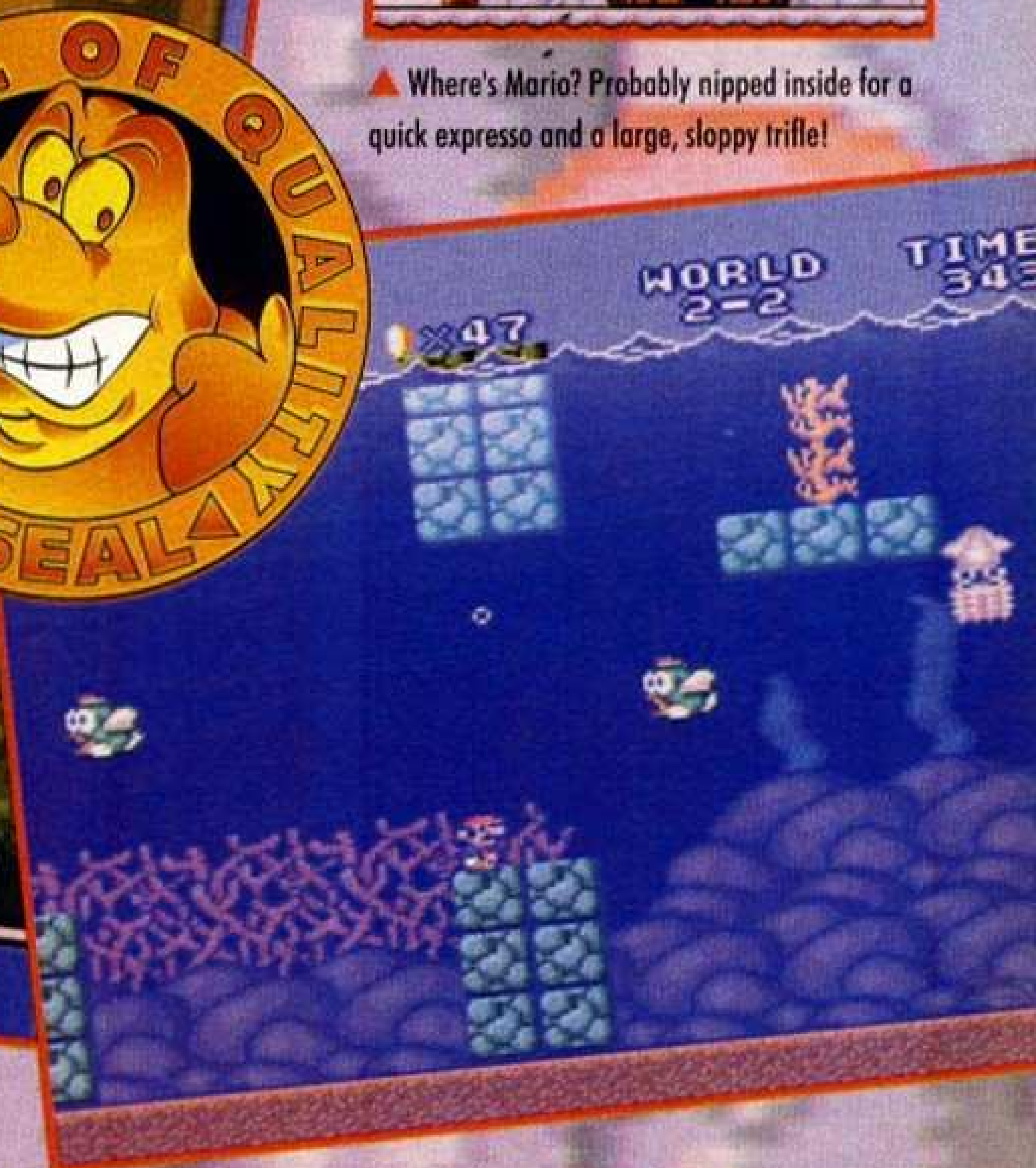
▲ A piddling Mario gazes back at the trail of coins he has missed. Eeyore!

PER MARIO
L STARS



▲ Where's Mario? Probably nipped inside for a quick expresso and a large, sloppy trifle!

NMS SEAL OF QUALITY
SEAL


×47
WORLD 2-2
TIME 34

MARIO 157950
06
WORLD 5-2
TIME 261

WORLD 1
M × 11
0085090
59
248

MARIO BASICS

In all Mario's adventures there are five factors which - with the exception of the absent Fire Flowers in Super Mario World II - help him achieve his goals. They are:

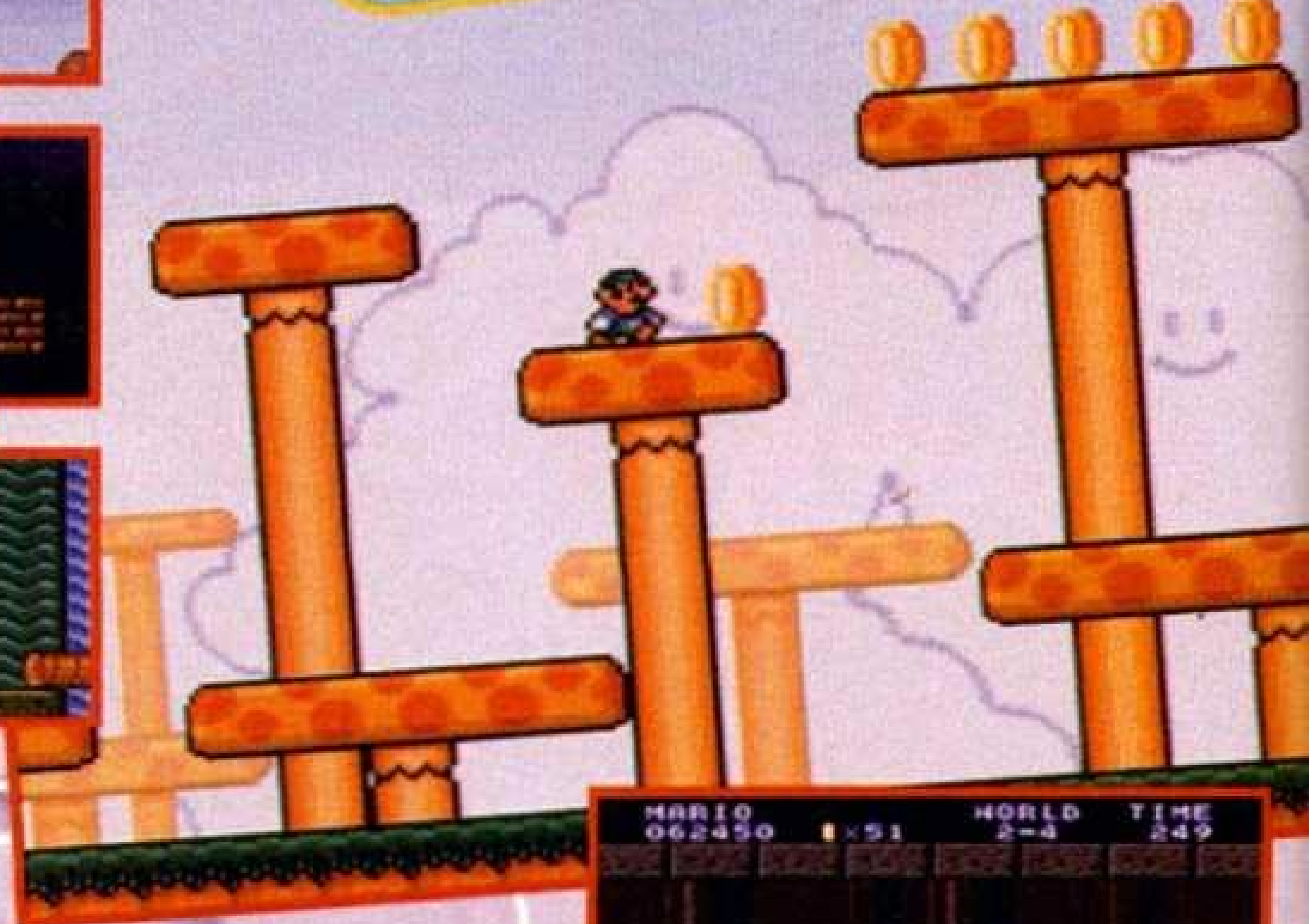
Coins: Coins are Mario's life-blood. They provide him with much-needed points and deliver an extra life for every 100 collected!

Super Mushroom: Mario's first steps into the Mushroom Kingdom are always midget-sized ones. In this diminutive state Mario is terribly vulnerable. By chomping Super Mushrooms Mario becomes a larger version of himself and is considerably more powerful as a result.

1-Up Mushroom: Mario gains an extra life each time he discovers one of these.

Fire Flower: With the exception of Super Mario World II, these flowers bestow Mario with a fireball-throwing ability.

Star-Man: Star-Man is of great help as he offers Mario complete invulnerability for a brief period of time.



MARI
0234
TIME
132

Pick a box.
Its contents
will help you
on your way.

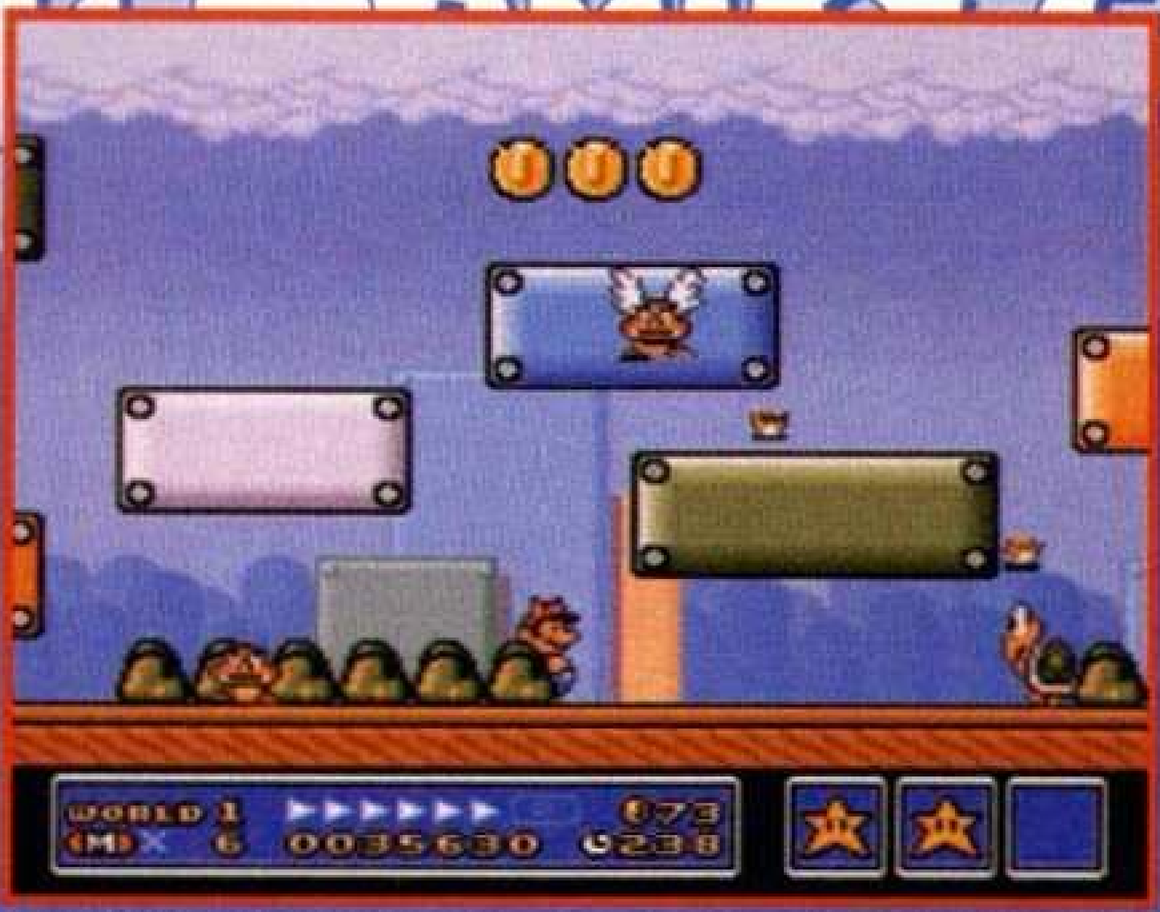
BOWSER-SORCERER!

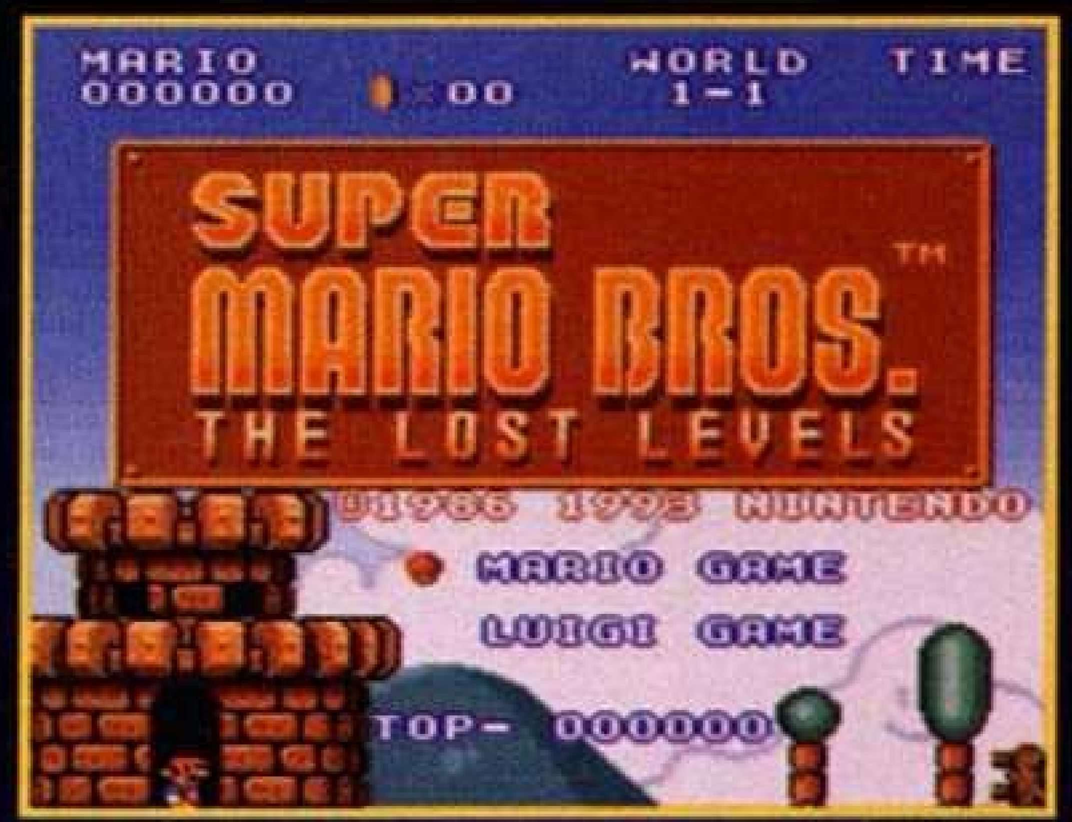
This is where it all started and the time when Bowser, a powerful sorcerer, begins his Mushroom Kingdom takeover plan. Together with his army of Koopas, the scheming Bowser filches the royal throne room and turns almost all the Mushroom people into strange items such as rocks, bean-shoots, bricks and horse-tails! Princess Toadstool and her most loyal subjects are the only ones who escape this disaster and the Princess, who is magically inclined herself, is the only person capable of returning things to their original state. Unfortunately, Bowser has imprisoned her in a dungeon. Even though he is eight worlds away, the heroic Mario hears of her predicament and rushes to the Mushroom Kingdom's aid!

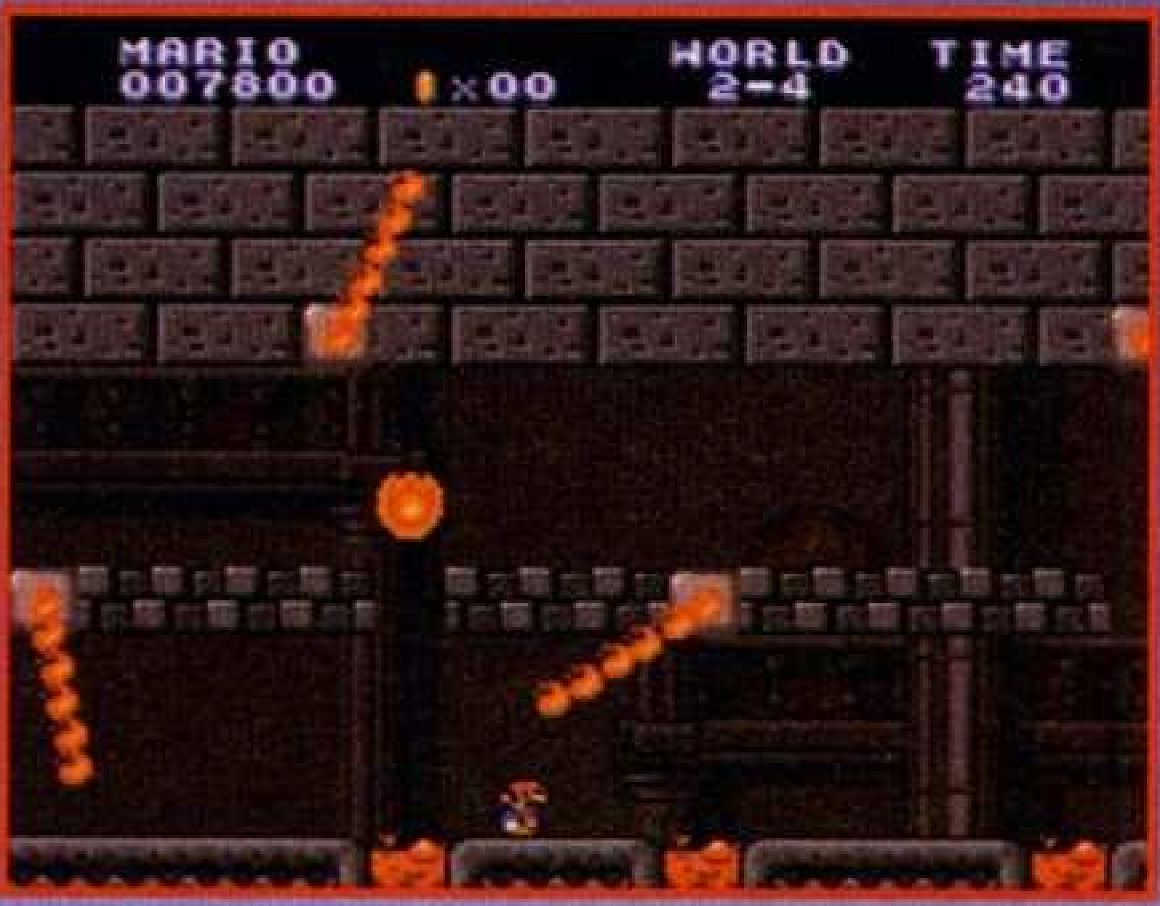
MARIO
062450
×51
WORLD
2-4
TIME
249

▼ It's pant-wetting time for one intrepid Italian plumber, as the most enormous Koopa Paratroopa misses him by a gnat's chuff!

WORLD 4
M × 9
0060530
47
246

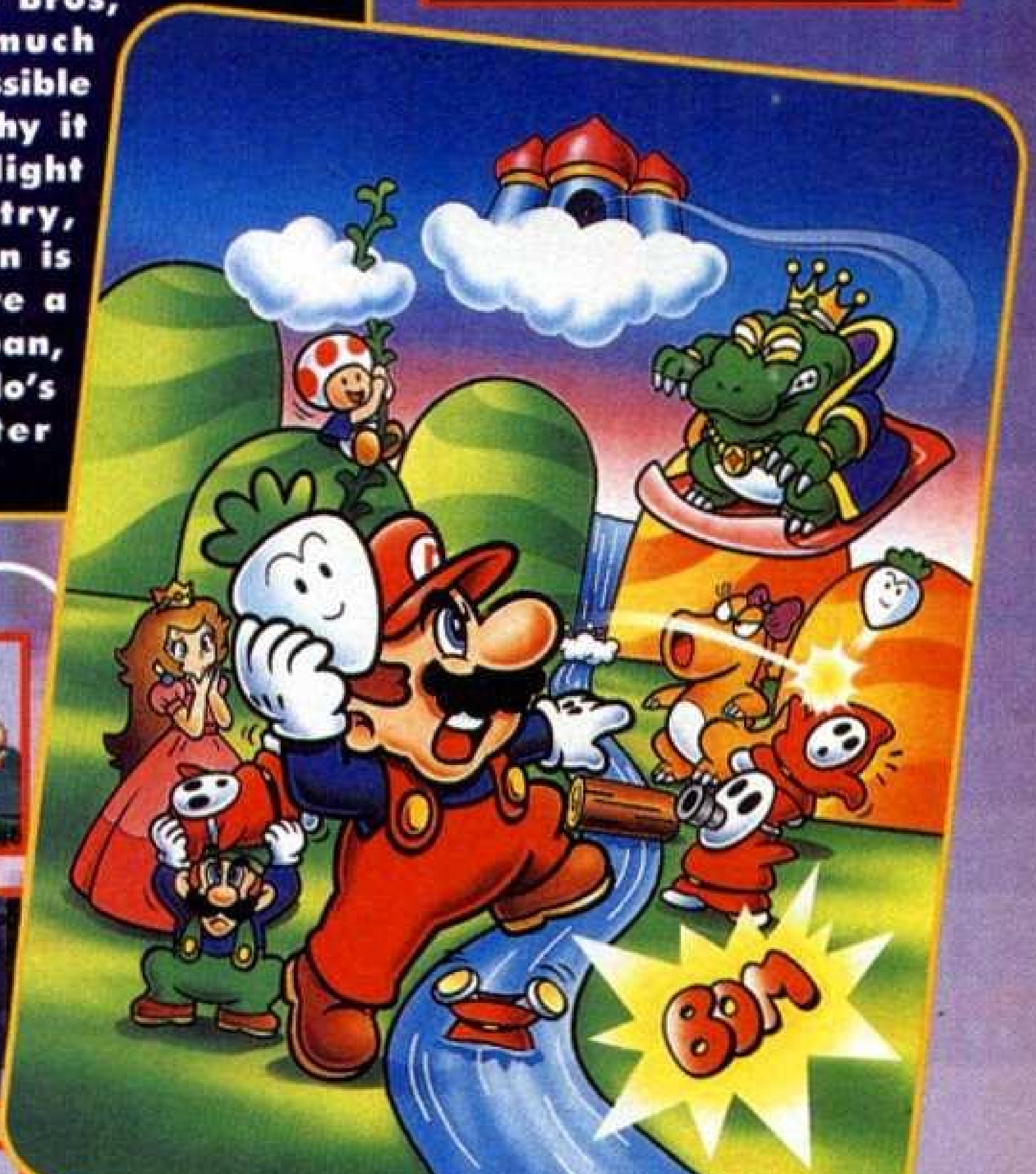






MARIO COLLECTION-1

The Lost Levels shares the same storyline as Super Mario Bros, but the game is much tougher. This is a possible contributing factor why it has never seen the light of day in this country, whilst another reason is that these levels were a disk-only title in Japan, produced for Nintendo's Family Computer machine.



SO WHO'S WHO?

Bowser's troops are small in size but large in number and extremely good tacticians, in spite of their tiny brains. Here's a brief introduction to a quintet of the most common.

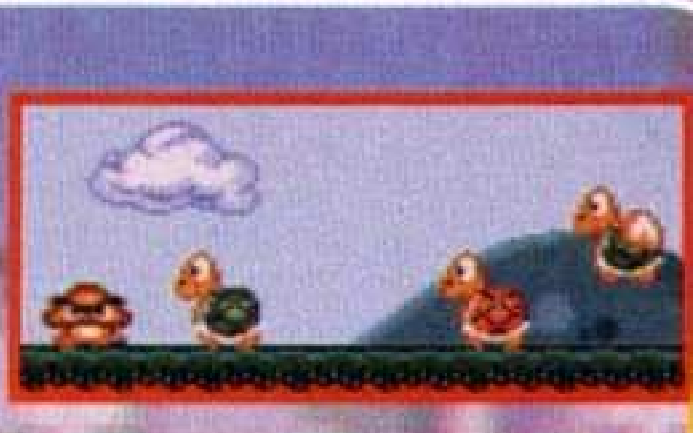
Little Goomba: These mutant, mushroom-types are the weakest of all Bowser's army and the form his front line. One stomp on the head or shell to their features stops them instantly.

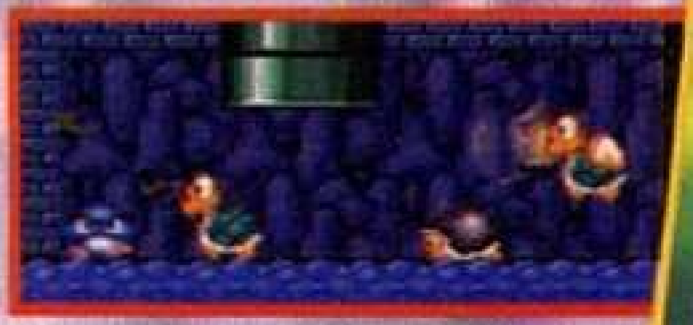
Koopa Trooper: These tortoise-like adversaries are very slow and deliberate in their attack. Green Koopas head towards Mario whereas the red variety patrol small, specific areas. By jumping onto their backs Mario causes them to hide in their shells at which point they are ripe for a good kicking!

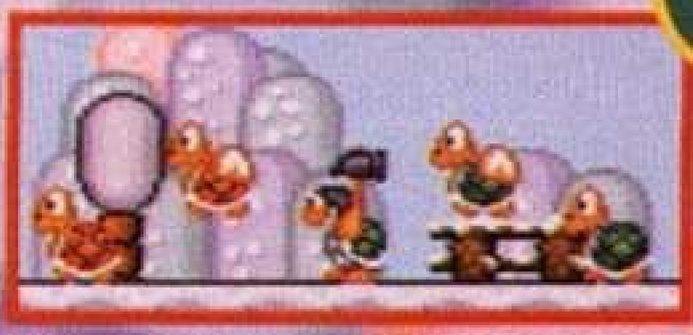
Pirahna Flower: Much to Mario's dismay these plants prosper in the many pipes of Mushroom Land, often blocking Mario's access to exciting bonus rooms and secret worlds! They hide when Mario is in close proximity and frazzle nicely at the touch of a fire-ball.

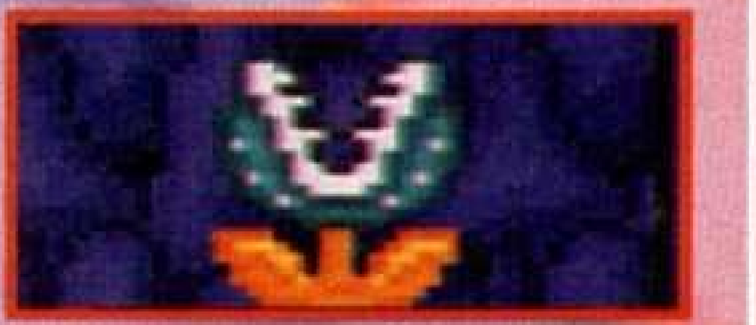
Buzzy Beetle: Buzzy Beetle is immune to Fire-Flower power with its hard shell for protection. Having Mario step on it is the only deterrent. Buzzy then reacts in exactly the same way as the Koopas.

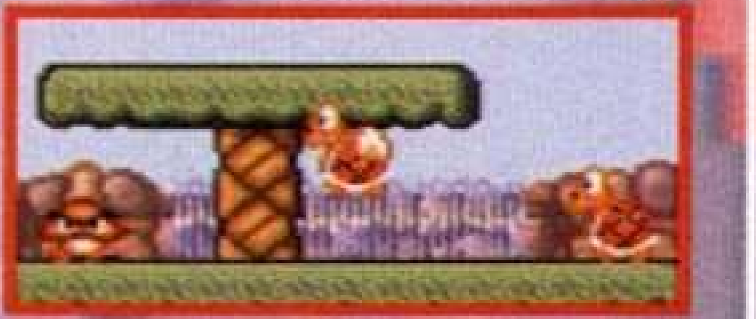
Lakitu: Lakitu is an airborne assailant, floating on a tiny cloud, who's basic gag is dropping spiny eggs on Mario!

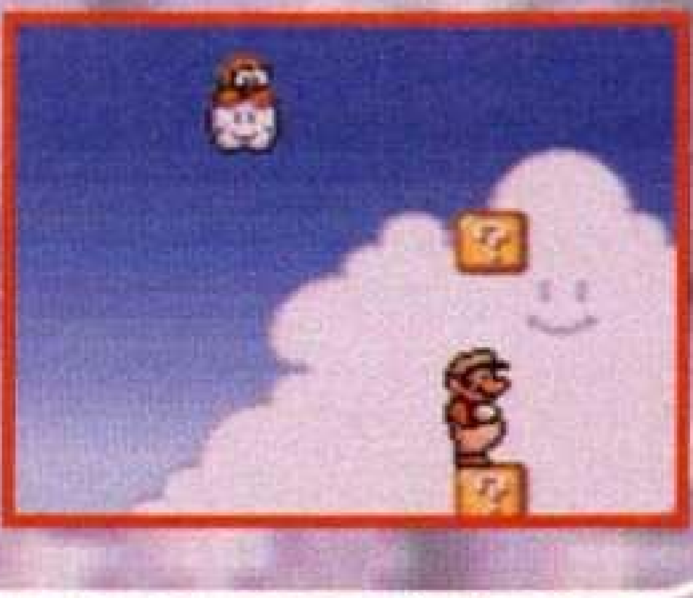








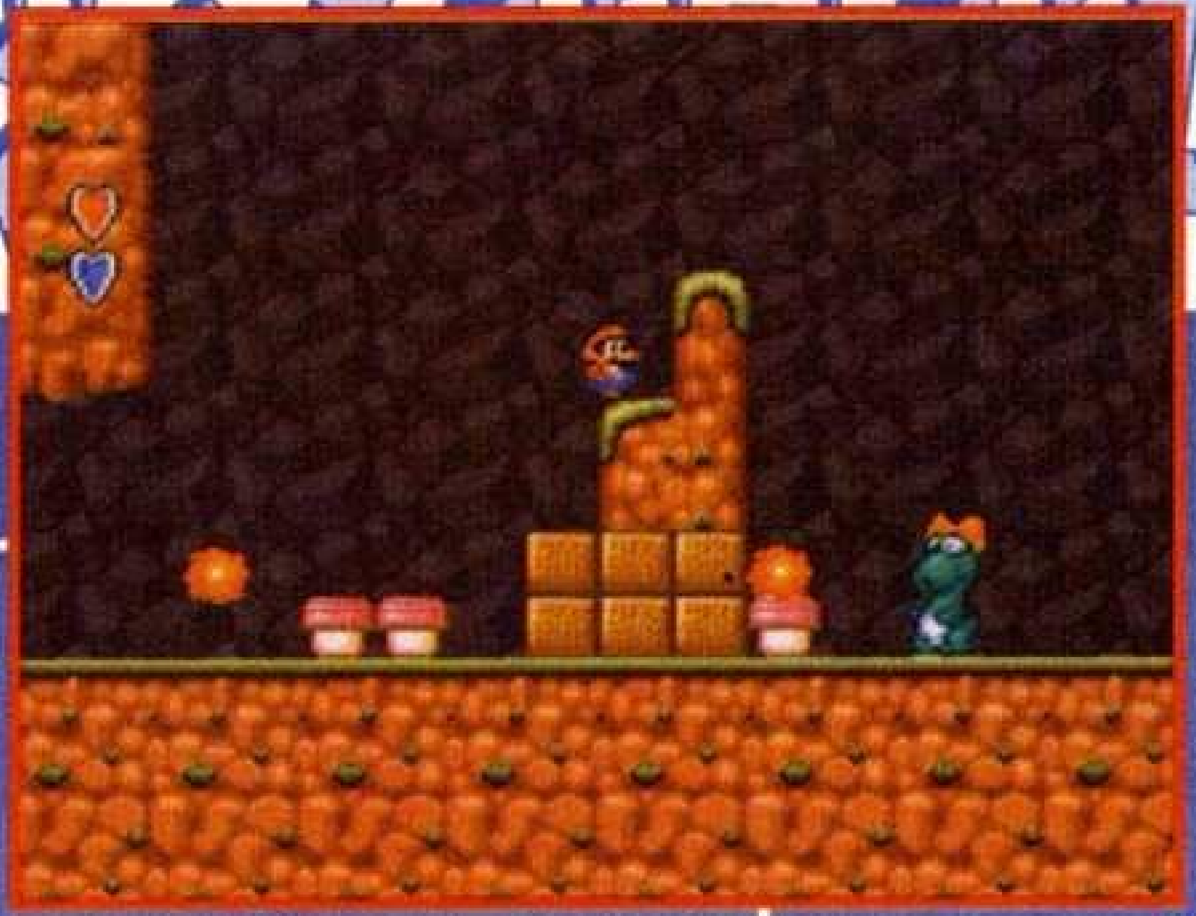




COMMENT

Mario All-Stars is a killer package. Mario's control isn't quite as instinctive as I'd like and the graphics are a tad simplistic, but these are minor quibbles. All-Stars is a brilliant idea, but Mario World still reigns supreme for me. That said, I'd rate this an Absolute Must Buy.

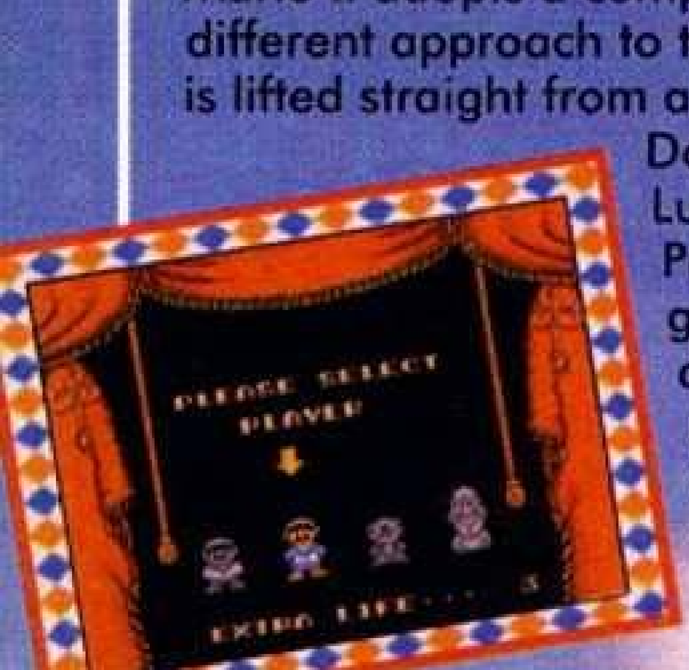
TIM



SUPER
MARIO BROS.™
2
©1988-1993 NINTENDO

ANOTHER WORLD

Mario II adopts a completely different approach to the rest of the series. In fact the gameplay is lifted straight from a non-Mario title named Doki Doki Panic with Mario, Luigi, Toad and the Princess replacing the game's original characters. The action is perfectly suited to the whole Mario ideal nonetheless.



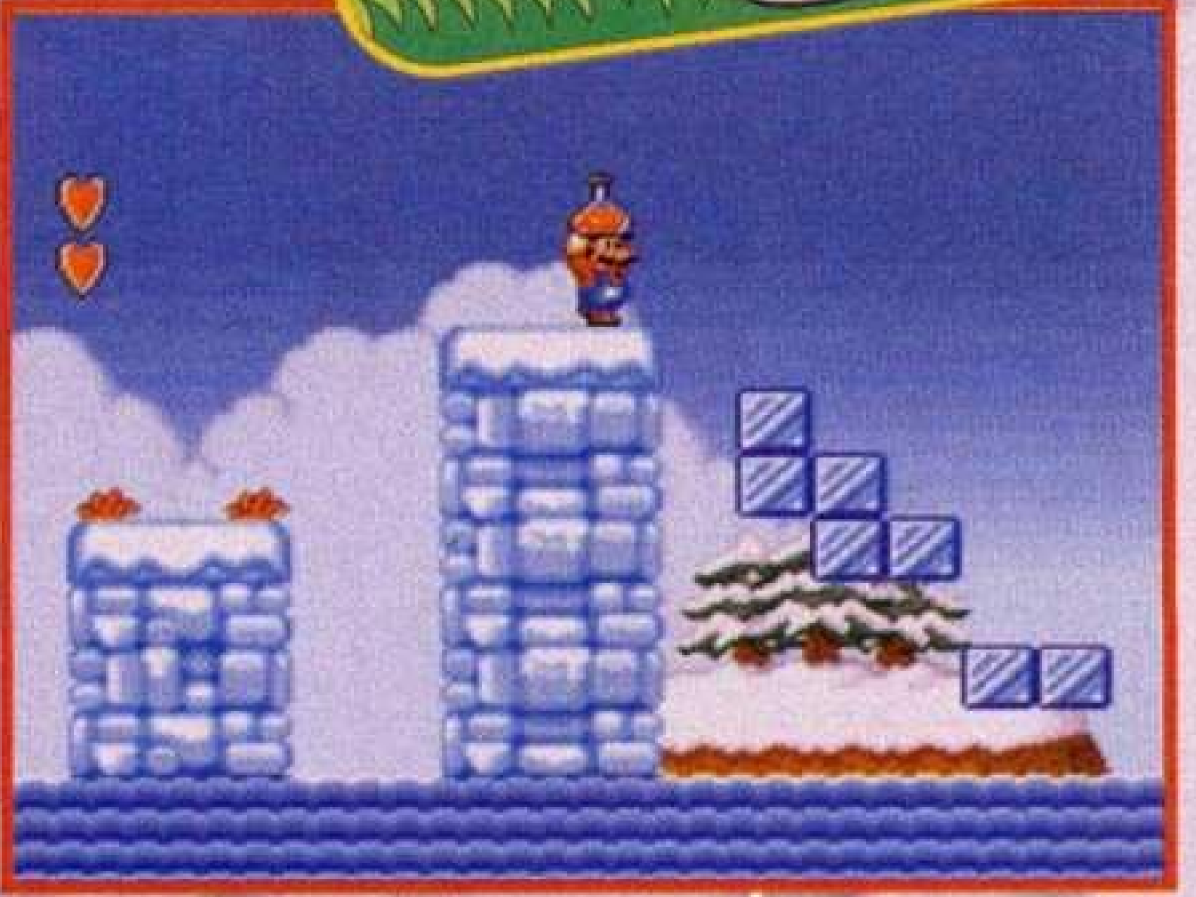
Much time is spent with any one of the quartet lugging useful items around as either a weapon or a means for discovering extra bonus points. The action is made all the more interesting on account of each character having his or her own special abilities listed below.

MARIO: Mario is the most well-rounded of the four. Only his jumping power suffers when he carries an item.

LUIGI: Luigi's long legs afford him tremendous jumping ability. The only problem is that lifting stuff isn't his forté and so hinders him terribly.

TOAD: Toad's legs are fairly weak, which makes jumping rather hard for him. However, he's quite used to the odd spot of manual labour and is unaffected by extra loads.

THE PRINCESS: She may look like some kind of loo-roll holder, but the Princess's flouncy dress lets her float for a second or so after each jump.



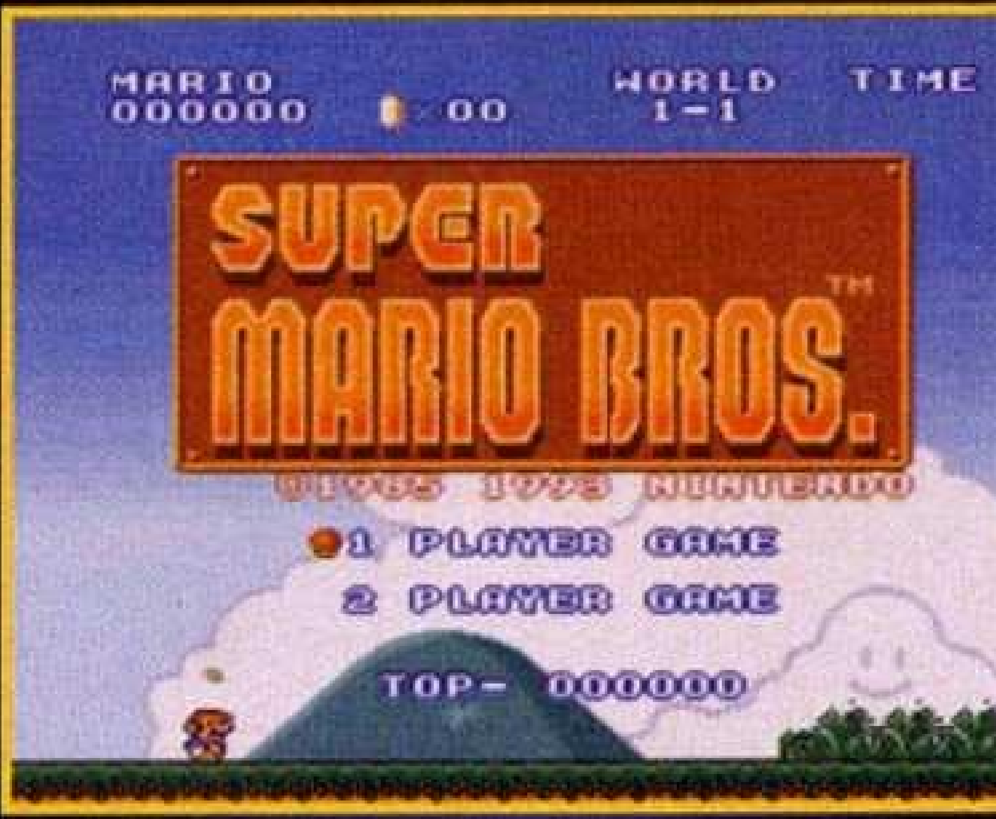
MARIO COLLECTION-2

Built on the premise of some terrible nightmare, Mario's second adventure takes place in a dream world. One night Mario dreams of a long stairway at the end of which is a door. Upon opening this door Mario is greeted by a world even stranger than Mushroom Land! No sooner does he step into this place than he is greeted by a mysterious voice, telling him that this world of 'Sub-Con' is cursed by a character named Wart who apparently hates vegetables! As it turns out, Wart's choice of cursedom is entirely misguided since the whole of this land is riddled with potential weapons such as parsnips, spring onions and pumpkins. Idiot! The very next day Mario, Luigi, Princess Mushroom and Toad set out for a picnic. Upon reaching the site, Mario discovers a cave beyond which lies this very same world of his dream! True to form Mario trundles off to the rescue.

COMMENT

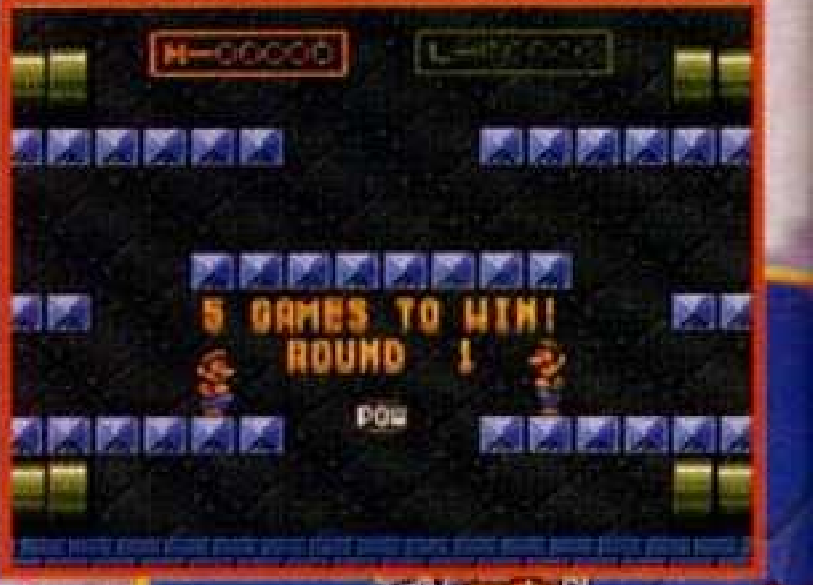
PAUL

It goes without saying that this package houses three of the most popular videogames *ever* ! The fourth - The Lost Levels - is simply a great bonus. Mario has earned his status as the character synonymous with Nintendo, indeed video games in general, because the depth of his games are beyond compare. Each title is perfectly designed and all, excepting the Lost Levels, have perfectly-graded learning curves. Through this players get accustomed to the central character, then freely take him above and beyond the initial expectations of the game. And just look at those graphics...you've got to have this!

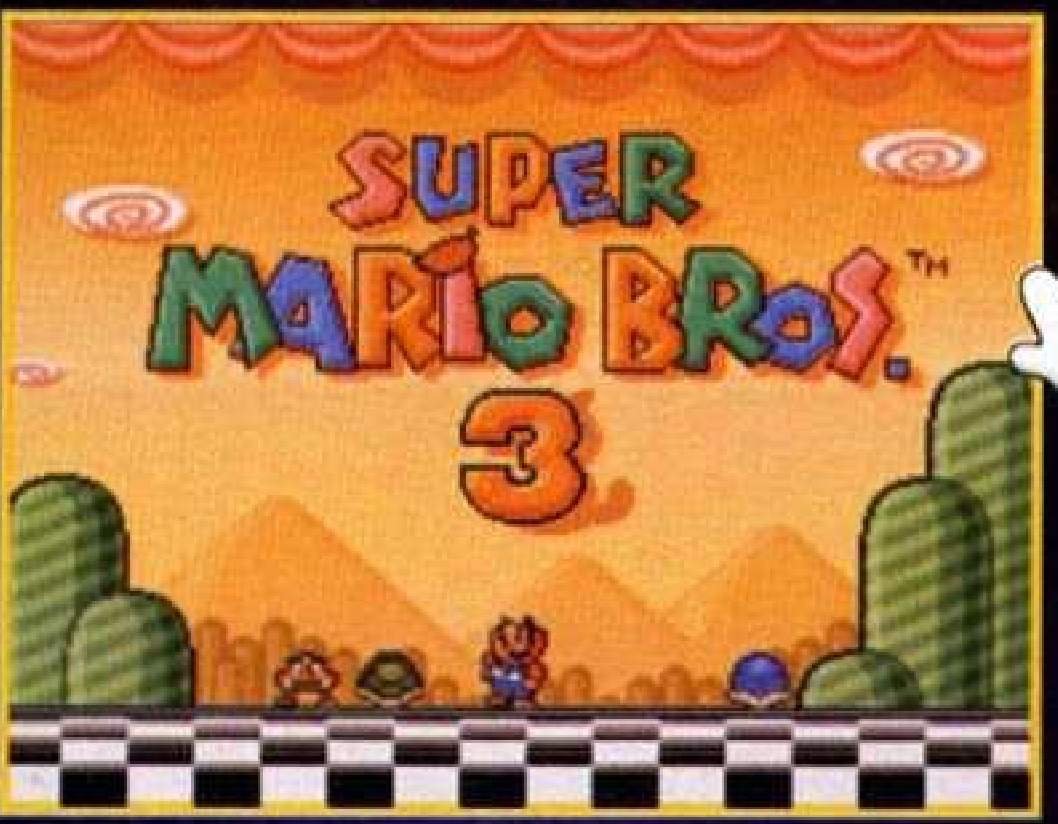


MARIO COLLECTION-4

Not a stone is left unturned as Super Mario Bros III retains the Super Mario Bros sub-game found in the original NES version. In this, players compete for the most coins in a variety of situations - it is a brilliant two-player game and completes the Mario collection in style.



ROUND 1
MARIO
VS
LUIGI
0 : 1
▸CONTINUE
QUIT



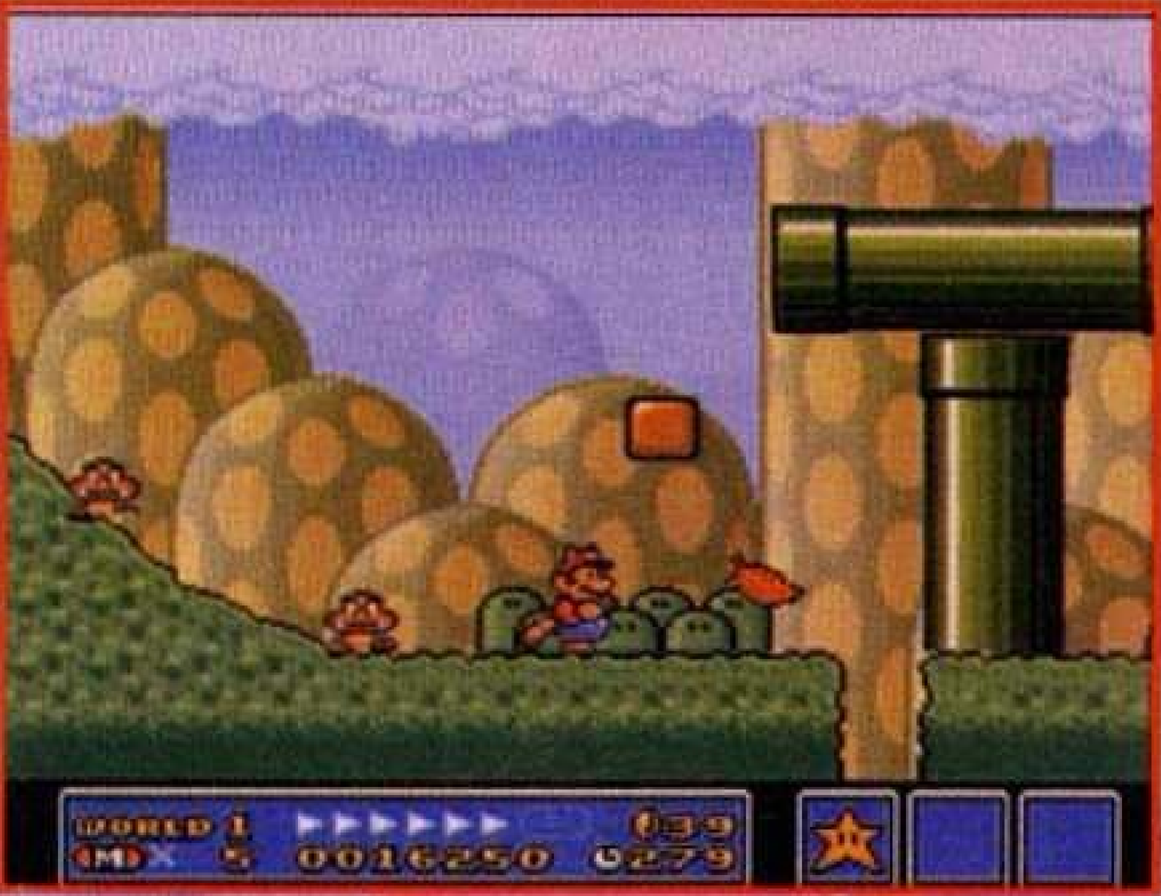
MARIO COLLECTION-3

Bowser is now a veteran villain. But despite previous failures he is quite the carnivorous casanova with reptilian females. As a result he now has seven kids: Larry, Morton, Wendy, Iggy, Ludwig, Lemmy and Roy. It is with these children that Bowser now returns to Mushroom Land, allowing them free reign throughout its seven realms with Bowser taking a back seat in a far-off castle. Of course this situation brings misery to the Mushroom people as their beloved King's wands are stolen and used against them - turning each and every one into pathetic animals! Mario! Where are you?!

COMMENT

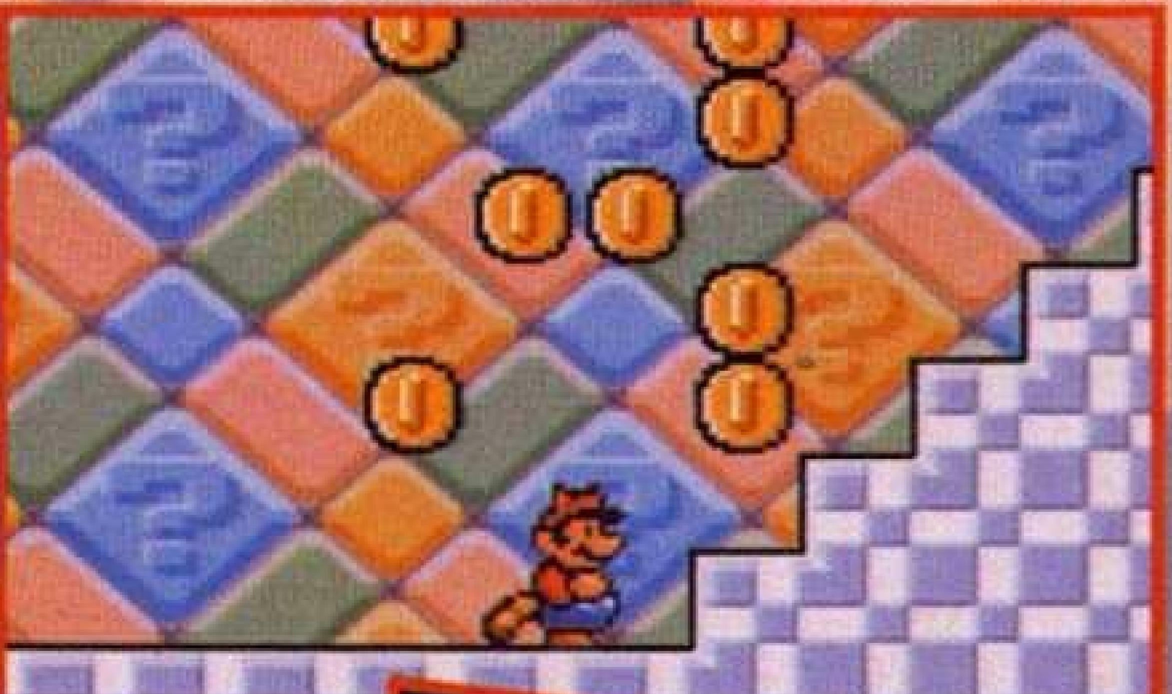
STEVE

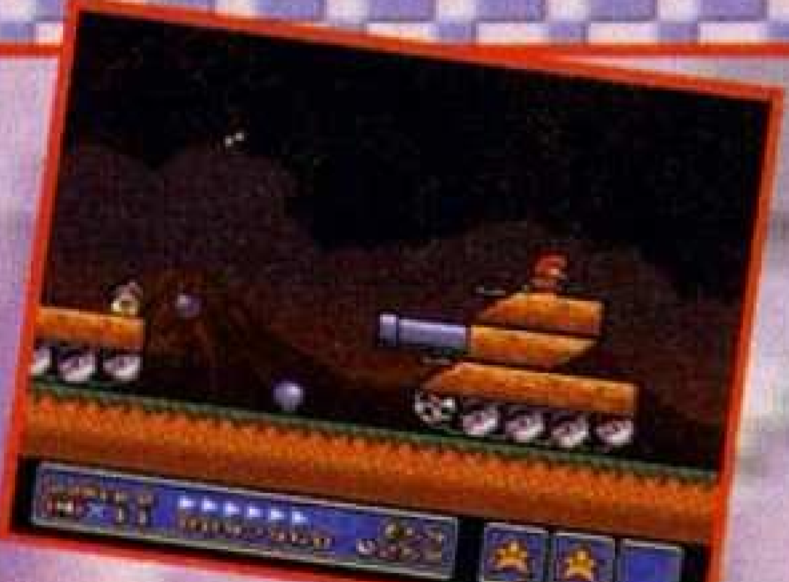
Combining and updating all the Mario games for the super NES is an excellent idea, and the revamped versions feature all aspects of the NES originals which earned them their classic status. Graphically and sonically, Mario All-Stars is excellent, with loads of detail added to the backdrops and equal care given to the updating of the music. Having said that, though, there is such a thing as overkill. Even so, I wholeheartedly recommend this Mario family album as there's still no character who can touch him.



ANYTHING YOU CAN DO...

Super Mario Bros III is the most highly-regarded adventure in the series, and rightly so! Sigeru Miyamoto and his design team obviously deliberated long and hard over how Mario could possibly improve, and they succeeded with their ideas. With around eight completely new abilities and two types of block for Mario's exploitation there's just no stopping the man!





RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	■
ACTION	■	■	■	■
CHALLENGE	■	■	■	□
REFLEXES	■	■	■	■
ORIGINALITY	■	■	■	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	■	□
YEAR	■	■	■	□

PRESENTATION 92

▲ Artistic types looking for immaculate presentation should look no further than this.

GRAPHICS 94

▲ Nintendo have improved the look of all the Super Mario Bros games way beyond our expectations, whilst retaining the atmosphere of the originals.

SOUND 89

▲ The Super Mario Bros theme tunes are ripped-off left, right and centre but never bettered. Listening to their 16-bit remixes assures their long-standing, irresistible appeal. Every spot effect is perfect, too.

PLAYABILITY 96

▲ Playability is what Mario is all about! The Super Mario Bros games are as playable as ever.

▼ Control of Mario is a shade less instinctive than before, which means you're going to have to retrain your fingers.

LASTABILITY 94

▲ Super Mario Bros titles have the half-life of your average chunk of Plutonium and are always worth a go.

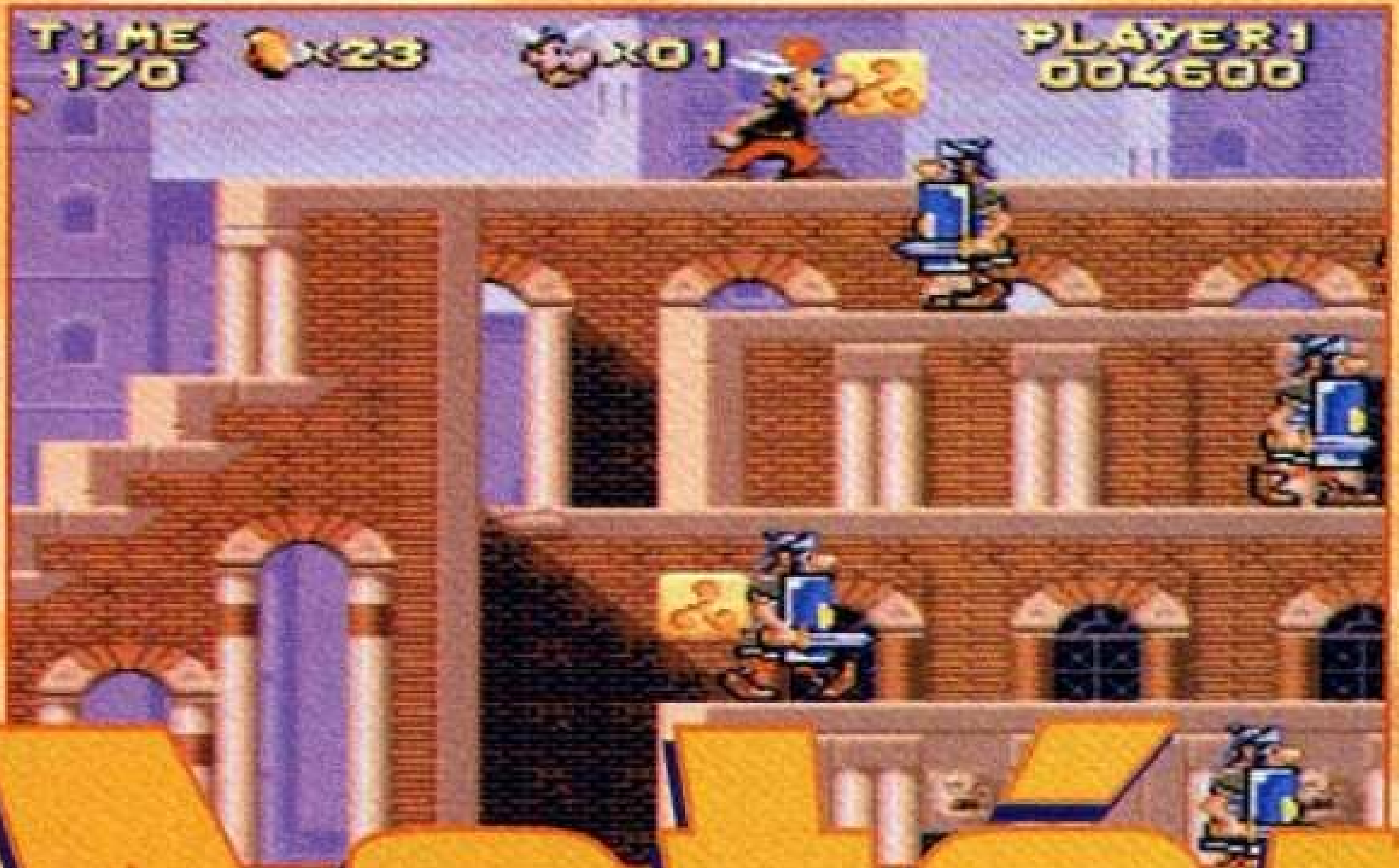
▼ But Mario 4 is a hard act to live up to.

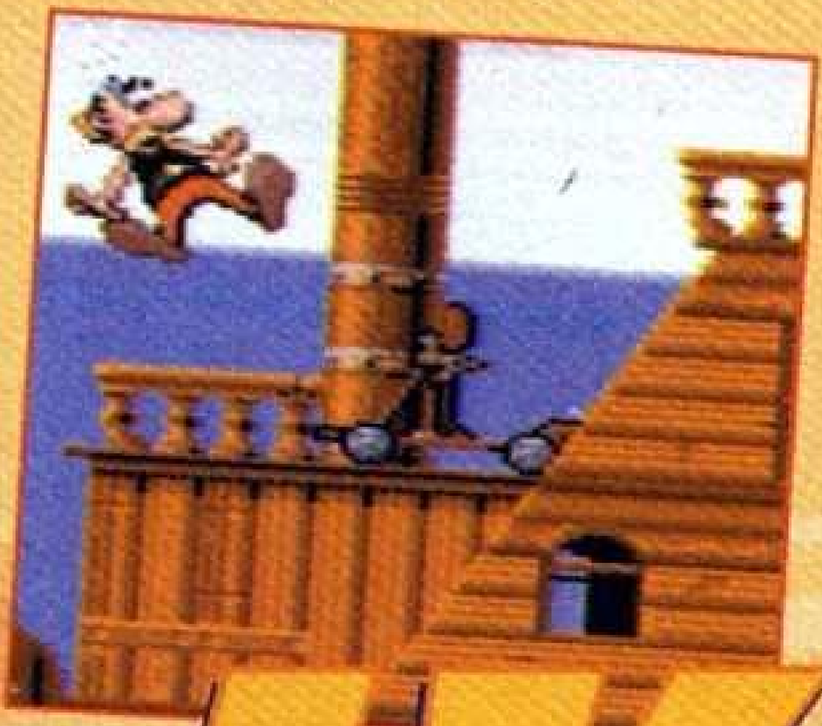
OVERALL 95

The games your Super NES was made for!

BY: INFOGRAMES PRICE: TBA MEG: 4

Asterix



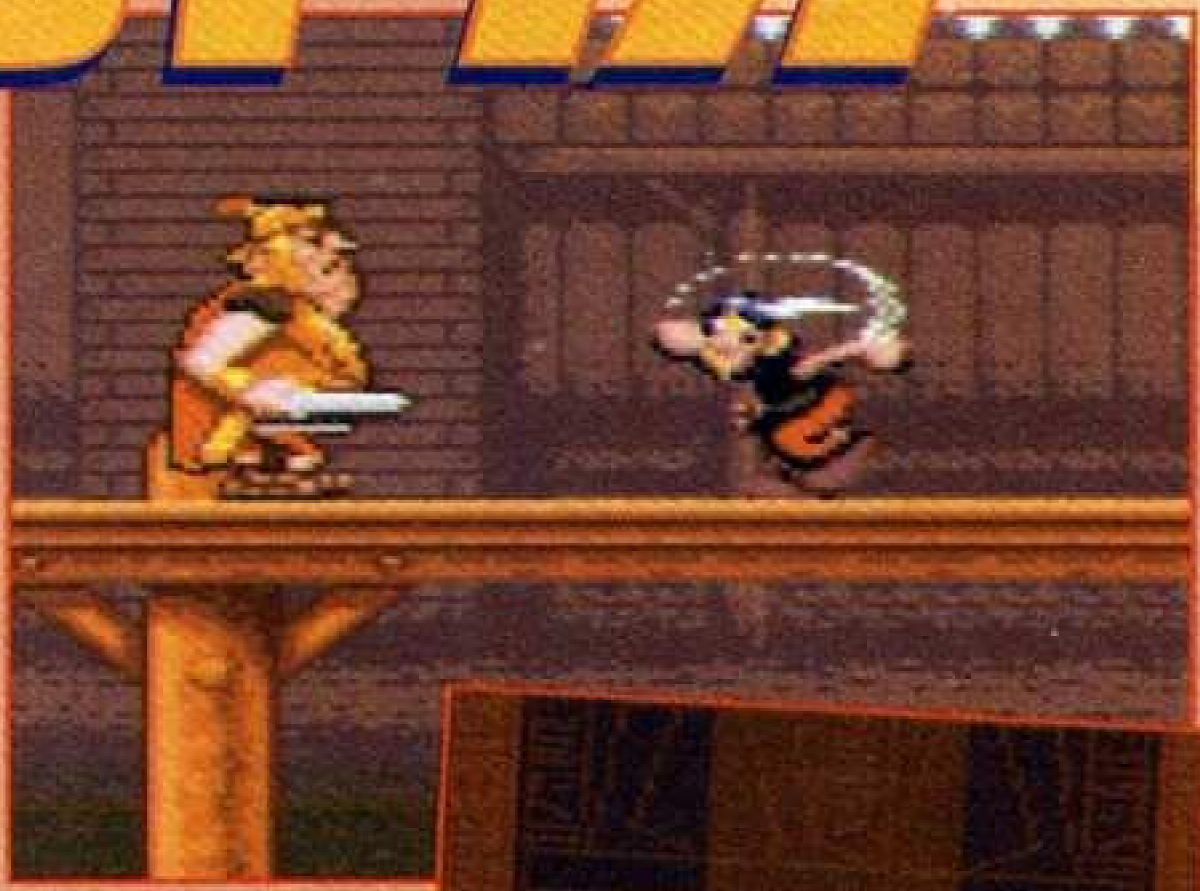

Asterix is caught off guard and startled by the sheer craftsmanship of the enemy catapault.

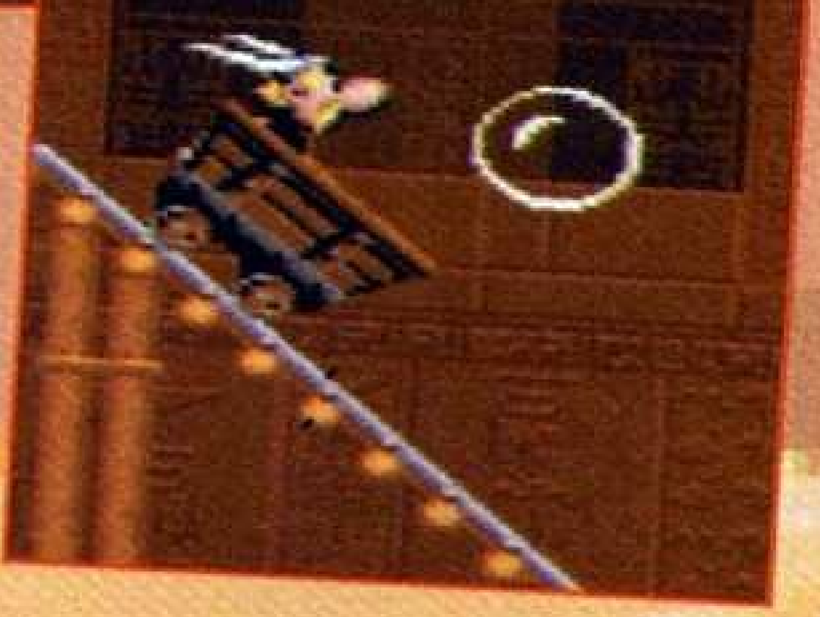
Obelix has been kidnapped by those crazy Romans, so it's time for Asterix to make his way on to the Super NES and rescue his obese friend before the sky falls on our heads. Asterix's new mission has been greatly expanded since his recent Game Boy outing. Quite how the crazy Romans have managed to secure Obelix isn't sure, but five countries stand between Asterix and his pal.

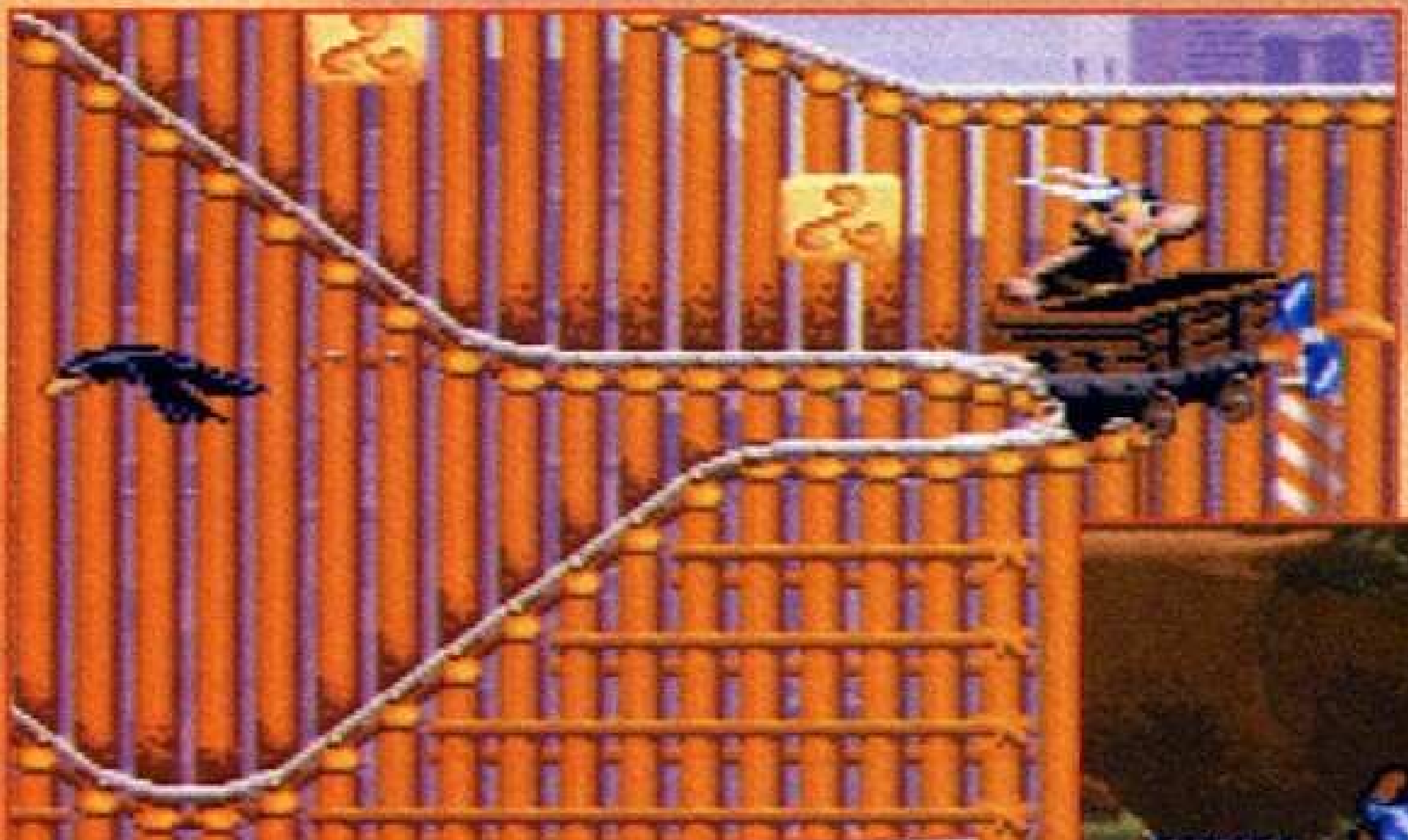
Asterix's task takes him from his tiny Gaul village, through the snowy wastes of Helvetia, across the seas where he hitches a lift on a pirate ship, through Egypt and eventually on to Rome. Along the way, many old faces make cameo appearances, from Cacophonix the tone-deaf Bard, who acts as a 'Smart Bomb and disarms the Romans by playing his lute, to the little Gaul's dog, Dogmatix. The game is a platform affair, with Asterix hitting assorted bonus blocks, whilst running and jumping across the eight-way-scrolling play area and being careful not to run into energy-sapping Romans or other such nasties. True to cartoon form, though, Asterix is far from unarmed, and he sends any Romans or foes who stumble into his path into the stratosphere with a well-time uppercut. In all, Asterix' task spans forty-four stages, with mine cart and rollercoaster sub-games adding to the fun. It's scheduled for a September release, so a full review is planned for next issue.

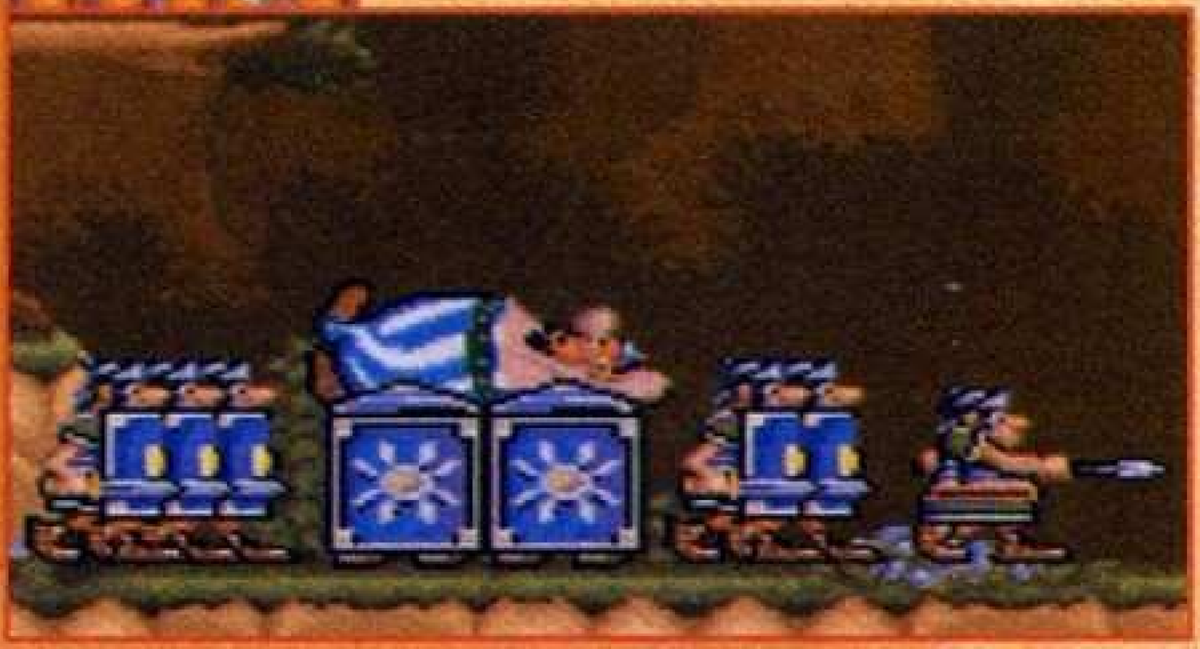
OI, WHO CARTED?

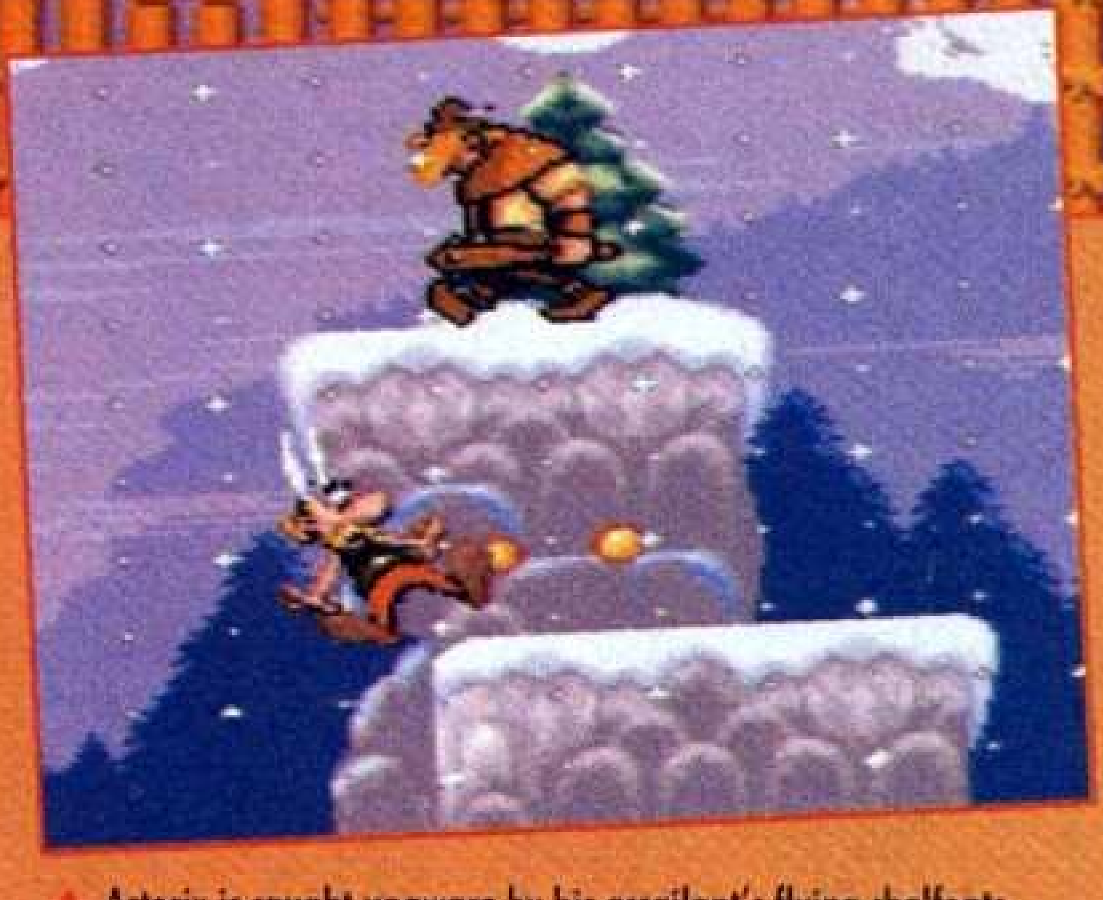
As Asterix makes his way through the Pyramids of the Egyptian level, the path ahead changes to that of a rickety track system. Balanced precariously on these is a small mine cart and when Asterix jumps into it, he assumes control over its speed and brakes. However, whilst in it he is still vulnerable to attack from the assorted spiders and creatures inside the pyramid, so care must be taken to either avoid or punch these. Once completed, though, this only acts a warm-up to the extremely tricky rollercoaster sequence that follows a few levels later.










Asterix is caught unaware by his assailant's flying chalfonts.

OH LOOK, IT'S WHATSISFACE...

Regular readers of Asterix books will recognise key characters as the tiny Gaul picks his way across the world. Centurions run around disguised as trees, and on finding a bone, any nearby Romans are viciously set upon by Dogmatix. Other characters also appearing include the pirates who always seem to end up boatless and afloat after a visit from out hero, and a series of familiar gladiators when Asterix finally gets to Rome.

SCHWARZENEGGER

LAST ACTION HERO

COLUMBIA PICTURES PRESENTS
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Featuring the
AC/DC Hit Single 'BIG GUN'

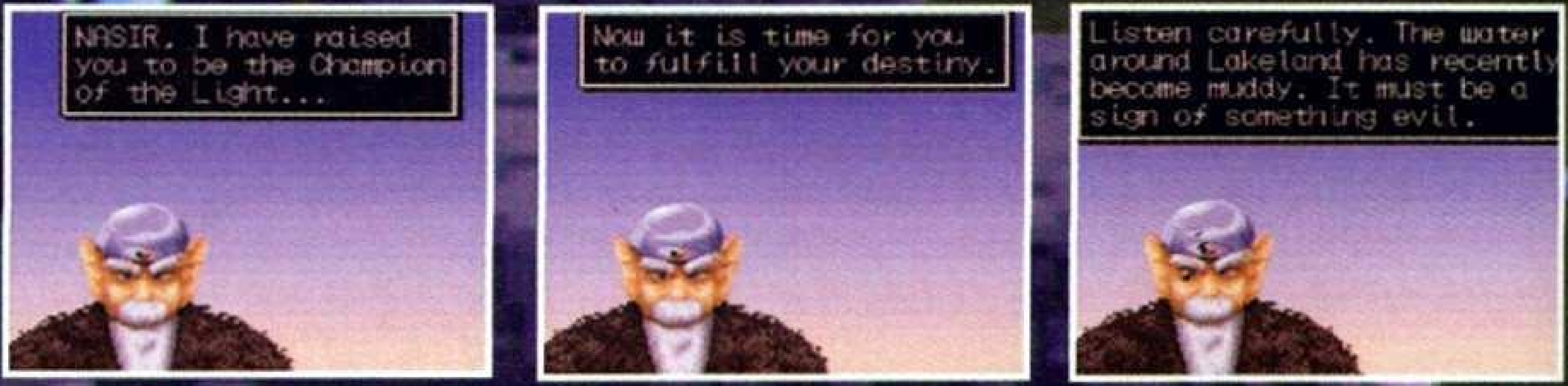
AT CINEMAS ACROSS THE COUNTRY JULY 30

BY: KEMCO PRICE: TBA MEG: 8

Whilst we live happily in the knowledge that every glass of water a Londoner drinks has been through the filtering system seven times before, the inhabitants of Kemco's new RPG, Lagoon, have got far greater worries. Not content with weeing in the water in the town of Lakeland's local swimming pool, the local badguy has cast a spell across the area's waters in a last-ditch attempt to seize control of the town. However, one little lad stands between the bad guy and his plans for dominance - Nasir, Child Of Light - and controlling the mop-topped hero, the player scours the sprawling landscape in search of mates and weapons he can use to restore the pure water supply.

Lagoon is an absolutely huge RPG which sees young Nasir investigating weird goings on in the local gold mine. The Mayor gives Nasir some cash with which to arm himself, and the young hero enters the mine ready for battle. In addition to learning the ways of the warrior, Nasir also must get to grips with the finer intricacies of magic. Starting with minimal powers, experience reaps its own rewards, with advice and spells coming from the many people and treasure chests Nasir encounters on the way.

Lagoon is currently 95% complete, and Kemco are putting it through its final few stages of tweaking. A September release is being mooted at the moment so, hopefully, a full review should be in next month's NMS.



NASIR, I have raised you to be the Champion of the Light...

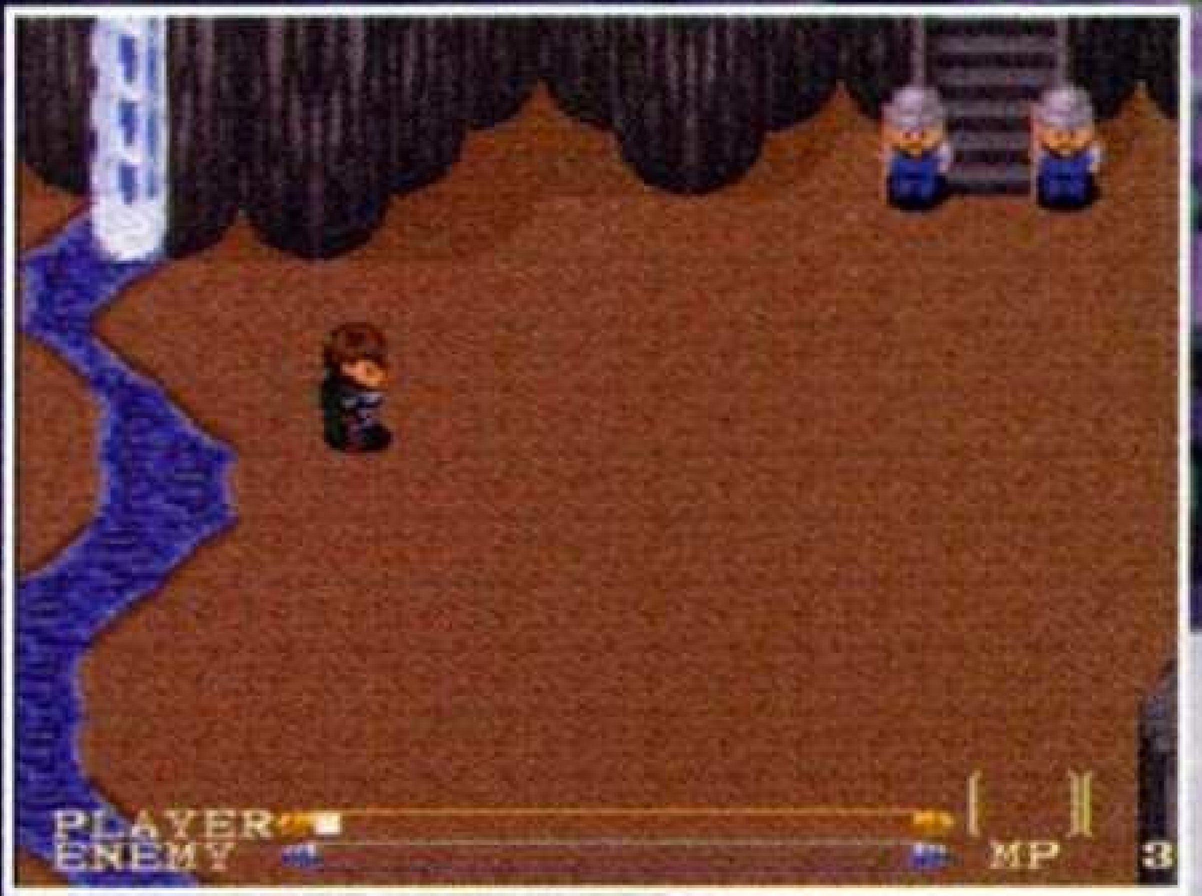
Now it is time for you to fulfill your destiny.

Listen carefully. The water around Lakeland has recently become muddy. It must be a sign of something evil.

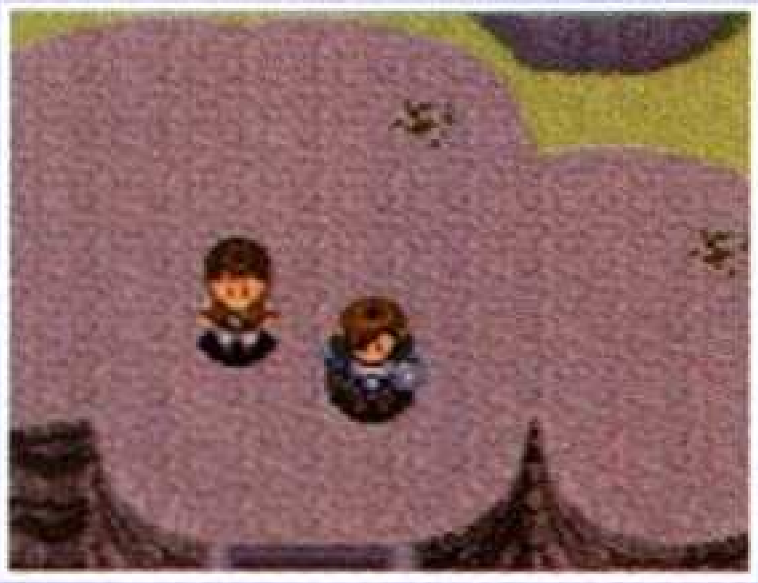
"So, raise me to be the Champion of the Light would you? We'll have to see about that!"

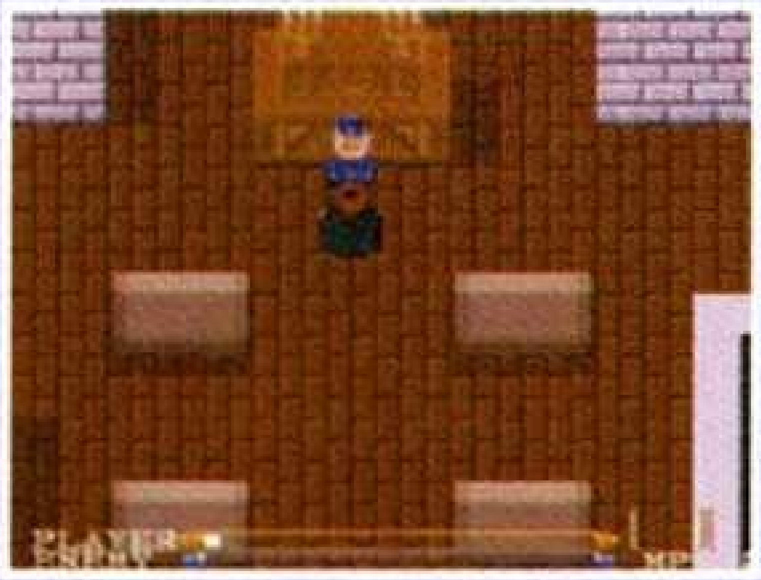
BOYS WILL BE BOYS

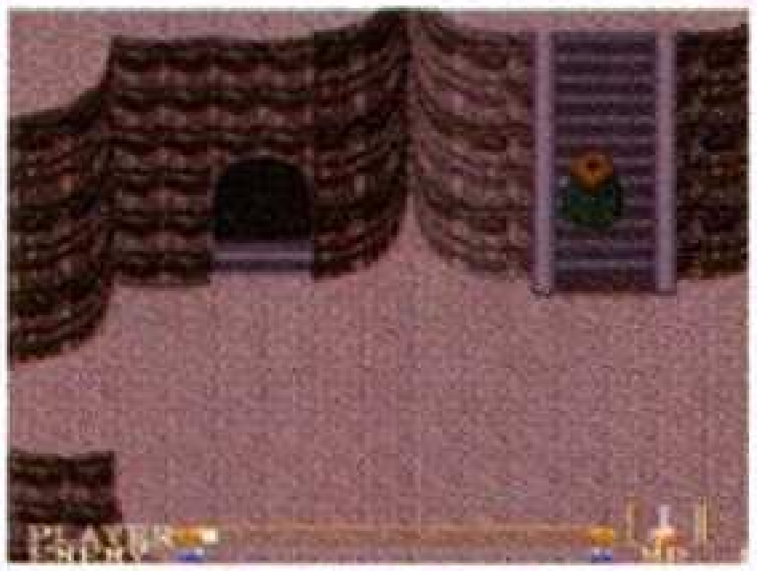
The bad guy behind the water-tainting scam remains pretty much hidden until the end of the game, but clues to who he could be are dropped throughout the game. One story tells of a twin brother to Nasir, who was raised separately from his brother and was schooled in the ways of Darkness by the evil warlock, Zerah. Getting in touch with Nasir's long-lost relative, though, involves our hero trekking through to Zerah's castle and doing battle with his massive henchmen, Duma and Battler.

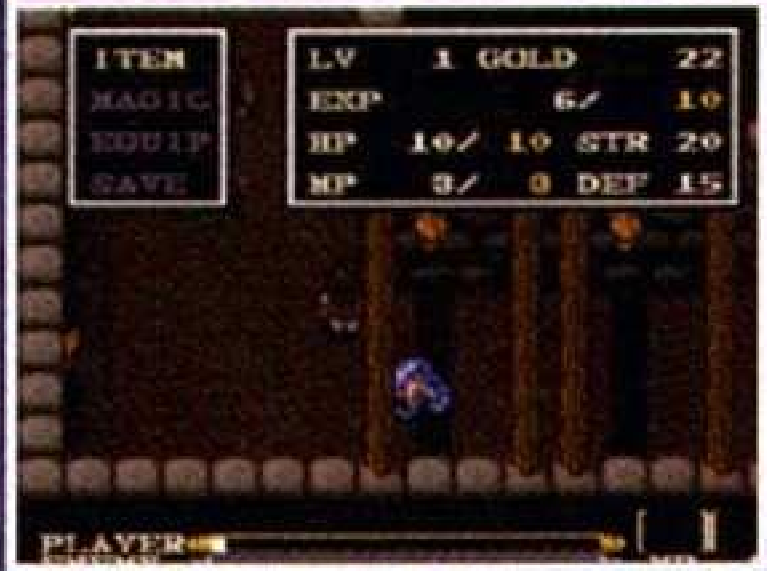


"Let me pass lest I giveth you both mighty chinese burns," warned Nasir. "Oh, all right then, if you must," chorused the guardians of the stairs.

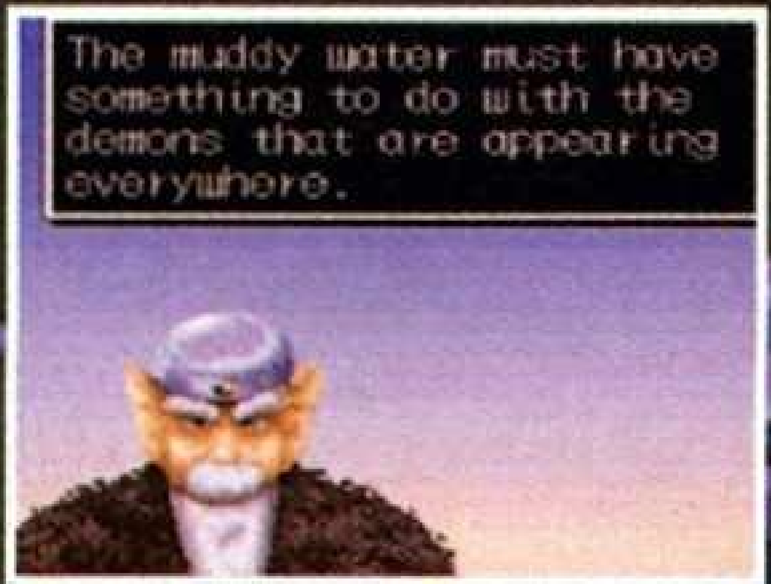




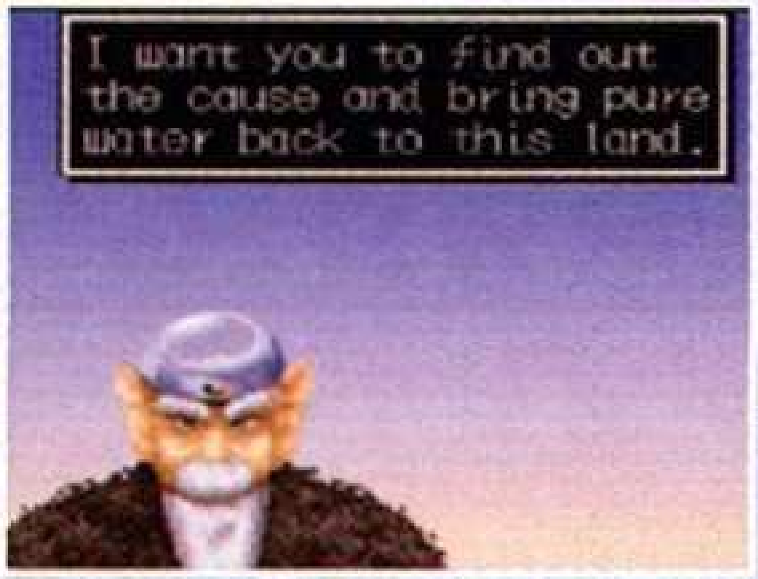




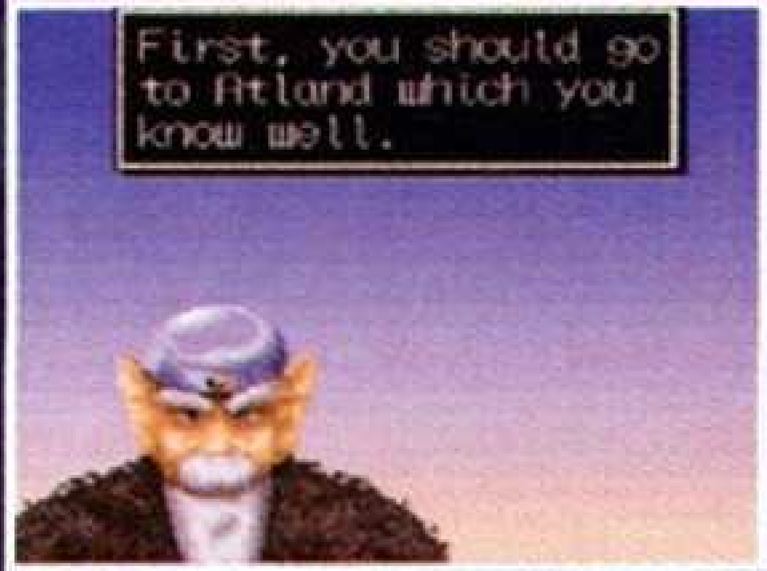
LV 1 GOLD 22
EXP 6/ 10
HP 10/ 10 STR 20
MP 3/ 3 DEF 15



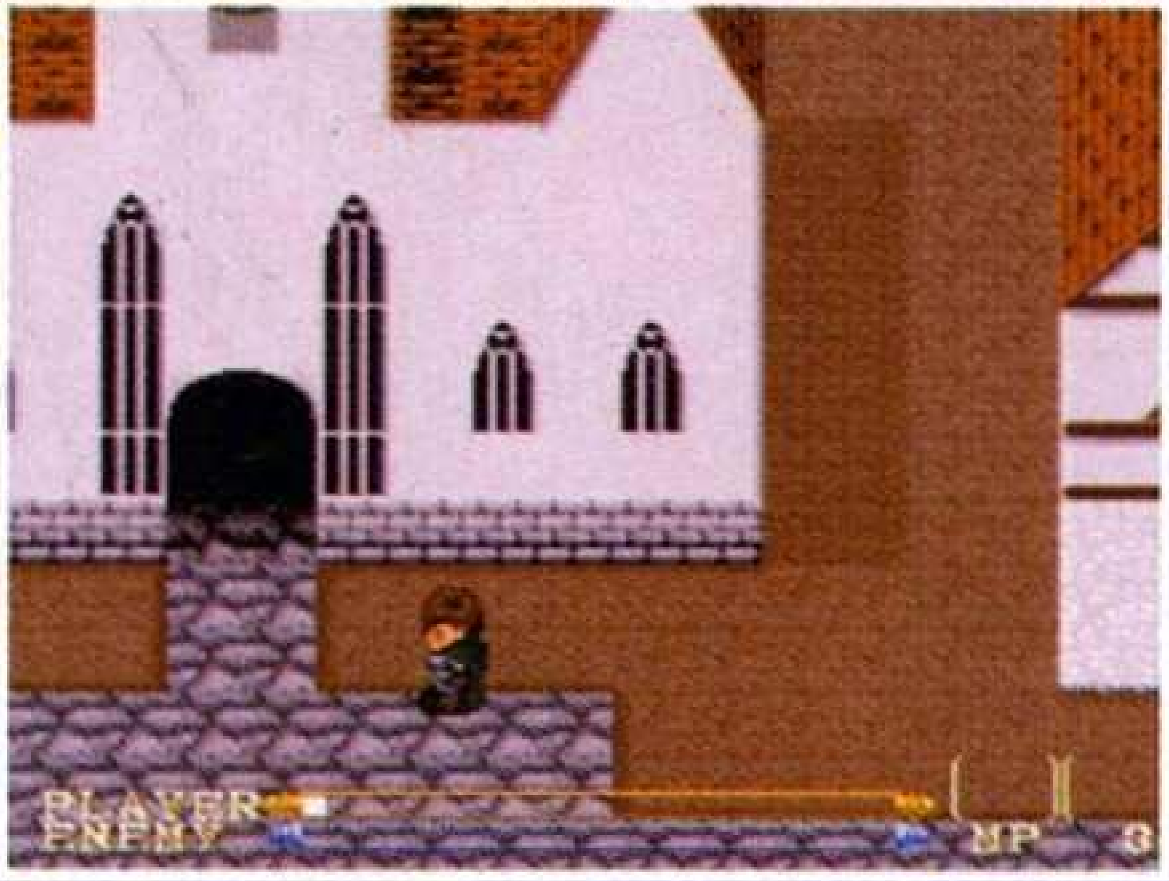
The muddy water must have something to do with the demons that are appearing everywhere.



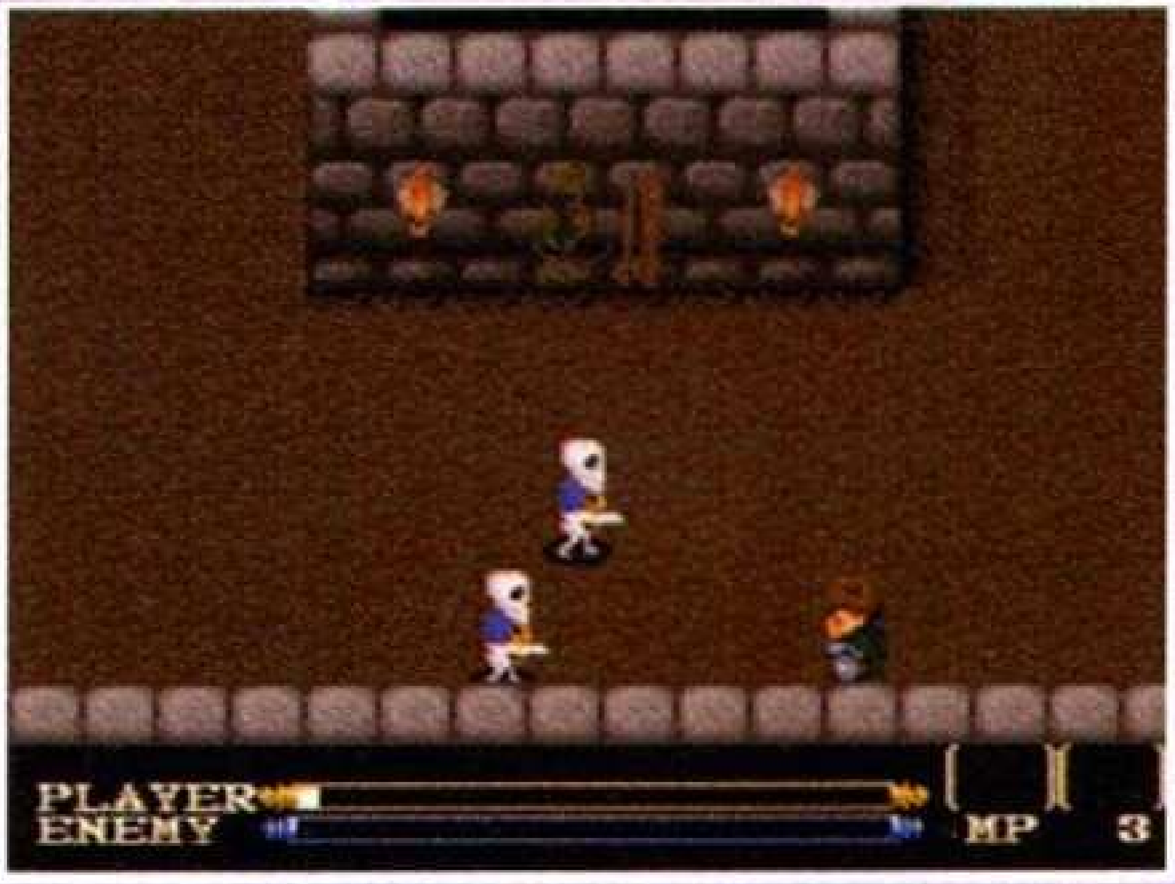
I want you to find out the cause and bring pure water back to this land.



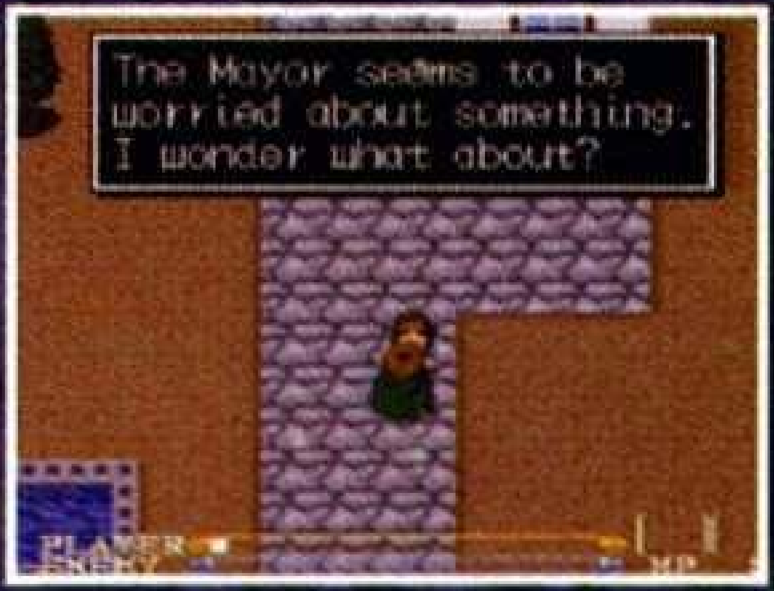
First, you should go to Atland which you know well.



▲ Nasir waited patiently outside the church in vain. Where was the rest of the congregation? And just where was Thora Hird?



▲ "Hello, we're skellingtons actually. Have you seen our skins anywhere. Thankyou."

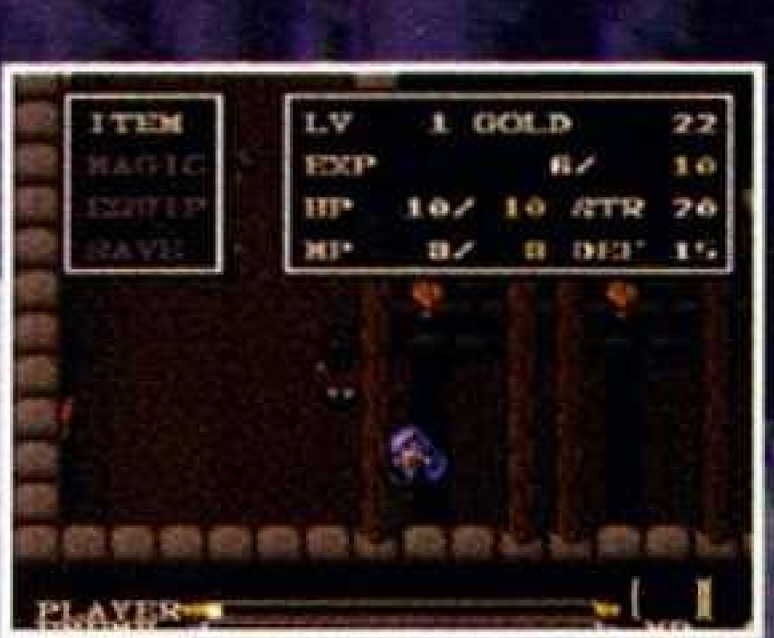


The Mayor seems to be worried about something. I wonder what about?

▲ Yes Folks! All your worried Mayor requirements are catered for in Lagoon!

CAN'T GET THE STAFF

Magic is effected via magical staffs which, in conjunction with special crystals, arm Nasir with all manner of weapons. For instance, a Fire crystal when used with the most powerful Moon Staff endows Nasir with a Fireball Dragon weapon which clears the screen, whilst the Thunder crystal when used with the same staff creates a very effective explosion which clears the screen. In all, this system allows for the use of sixteen styles of shot, any of which are available via simple menu system.

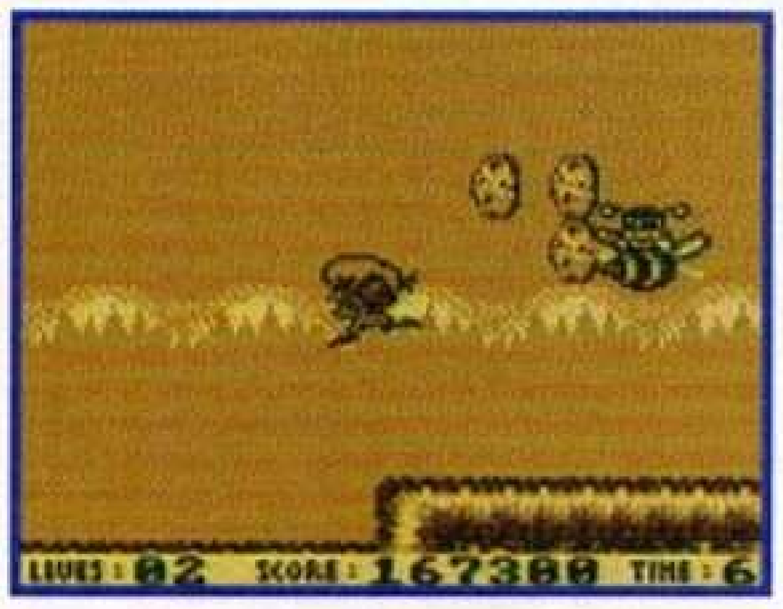


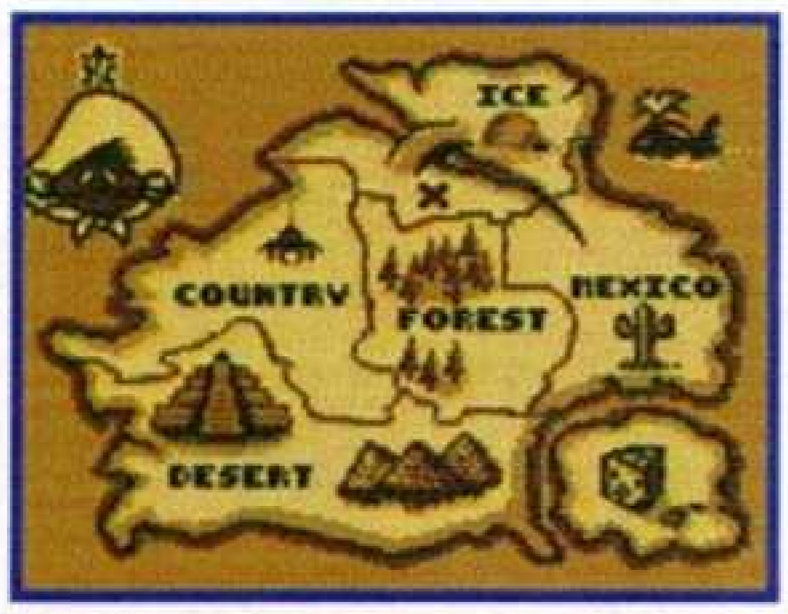
LV 1 GOLD 22
EXP 6/ 10
HP 10/ 10 STR 20
MP 3/ 3 DEF 15

▲ Realising he didn't have a clue what was going on, Andy strained to think of a witty caption. Nnmmgnnngh!

BY: SUNSOFT PRICE: TBA MEG: 2

Speed
Gonz

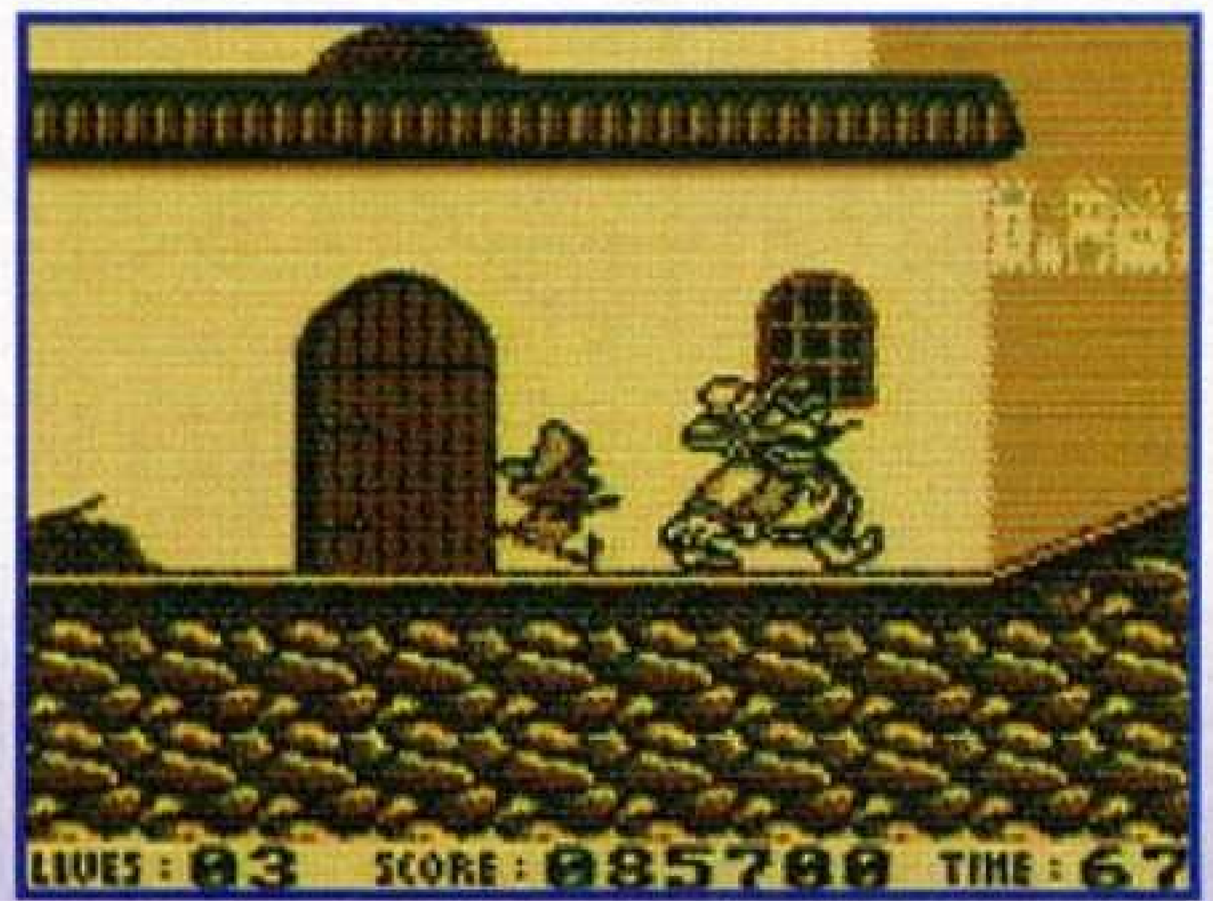

LIVES : 02 SCORE : 167380 TIME : 6


ICE
COUNTRY
FOREST
MEXICO
DESERT

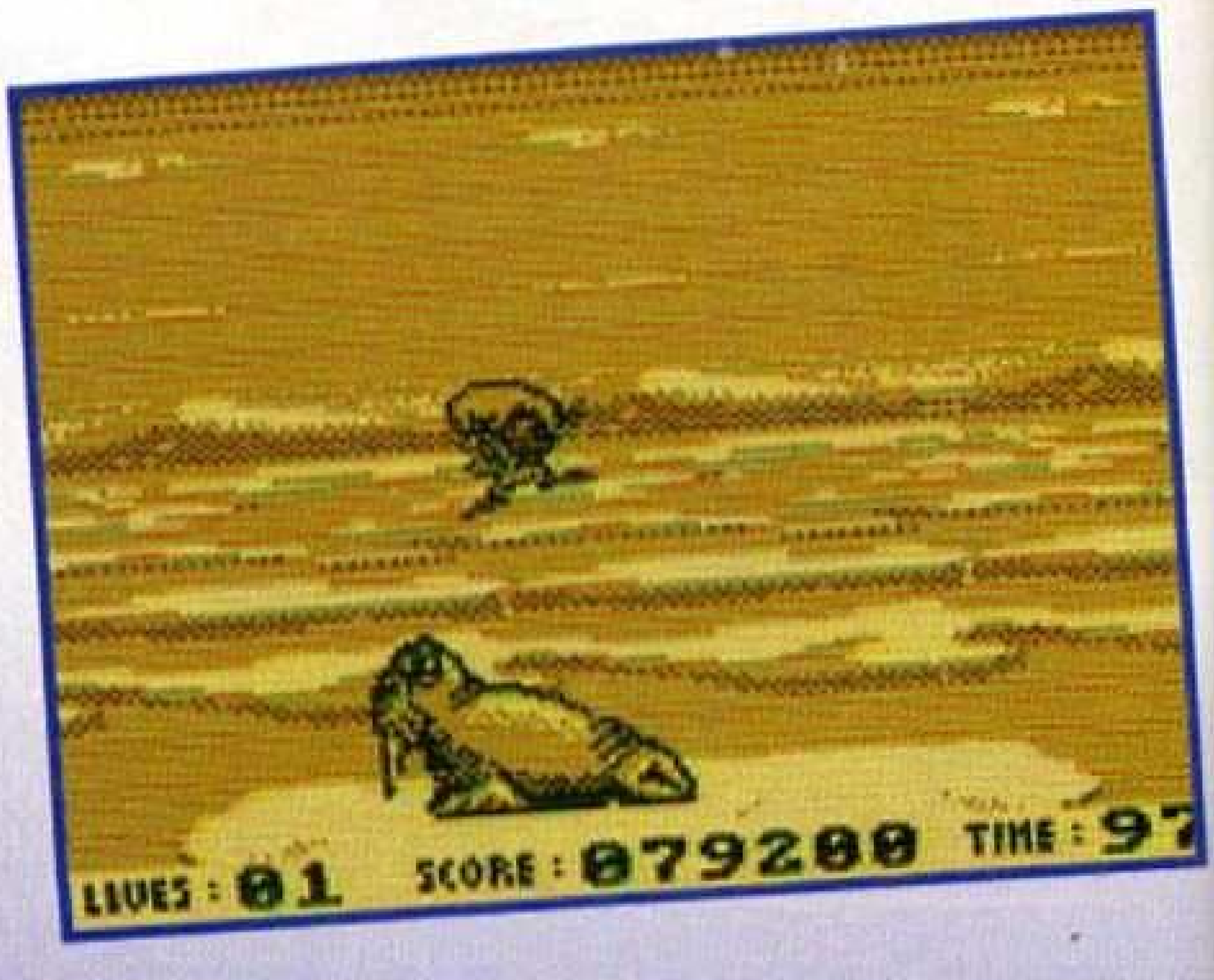
Q: What does Speedy Gonzales put under his carpet? A: Underlay, underlay! Ahem, right. Anyway with that out of the way, it's time to announce the latest cartoon hero to hit the Game Boy - Speedy Gonzales! Following hot on the heels of Mickey Mouse and assorted members of the Looney Tunes family, the fastest mouse een zee World has made it to the little handheld in a game which looks set to take Sonic The Hedgehog head-on. Speedy Gonzales is a multi-stage platform quest which sees the rapid-moving rodent tearing across a series of stages in a quest for cheese. The reason for this fromage frenzy is that his friends have been kidnapped by the dastardly King Rat, and the cheese is necessary for the ransom.

Six cheese-filled stages stand between Speedy and his friends, and these include an icy tundra level, a weird forest, and Mexico Town where the missing mice are being held. However, despite the length of Speedy's arduous mission, he can always rely on his speed and this is used to power him through the game's many loops and straights, whilst his acrobatic skills aid him as he leaps from platform to platform.

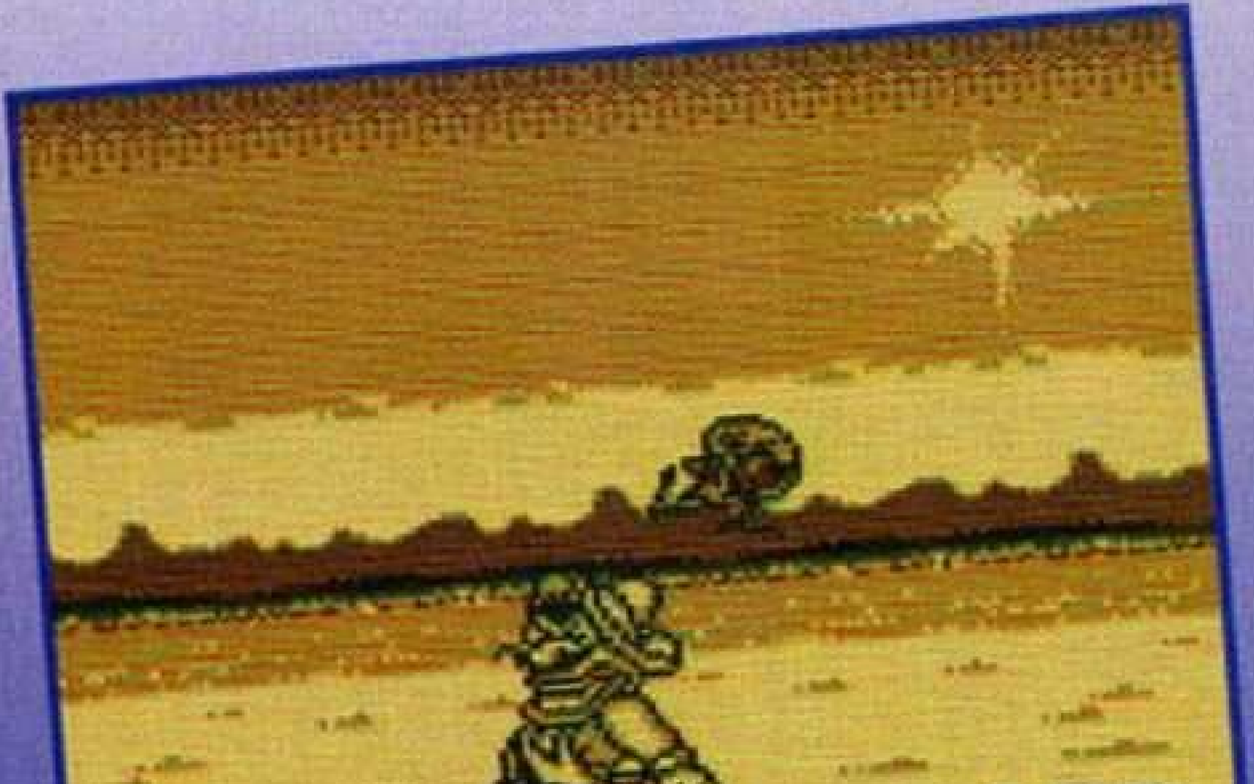
Sunsoft are responsible for bringing Speedy to the Game Boy, and the game is lining up for a September releasein all its 2MEG glory. Ariba! Ariba!


LIVES : 03 SCORE : 085700 TIME : 67

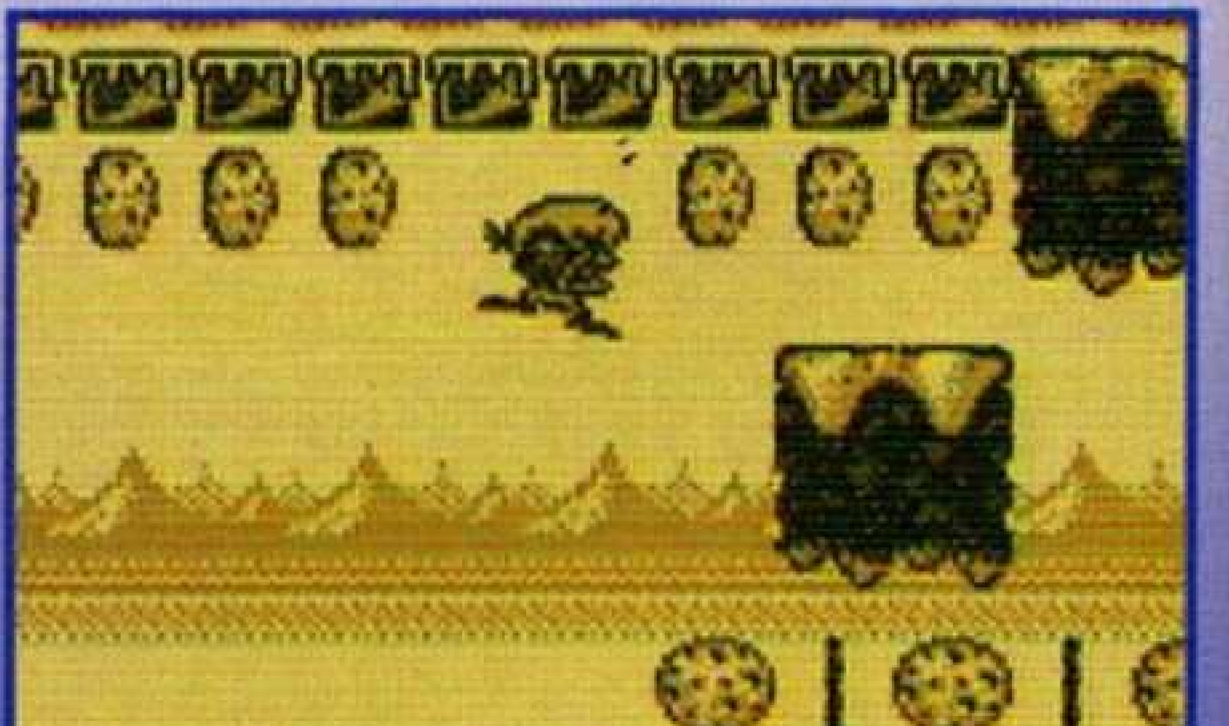
▲ "Look, just leave me alone will you. I told you I havent got any cheese!"


LIVES : 01 SCORE : 079200 TIME : 97

▲ Bet you didn't expect this game to have an ice level...


LIVES : 02 SCORE : 156300 TIME : 97

▲ "...For the last time, NO CHEESE! Pesky mouse. Mumble..."

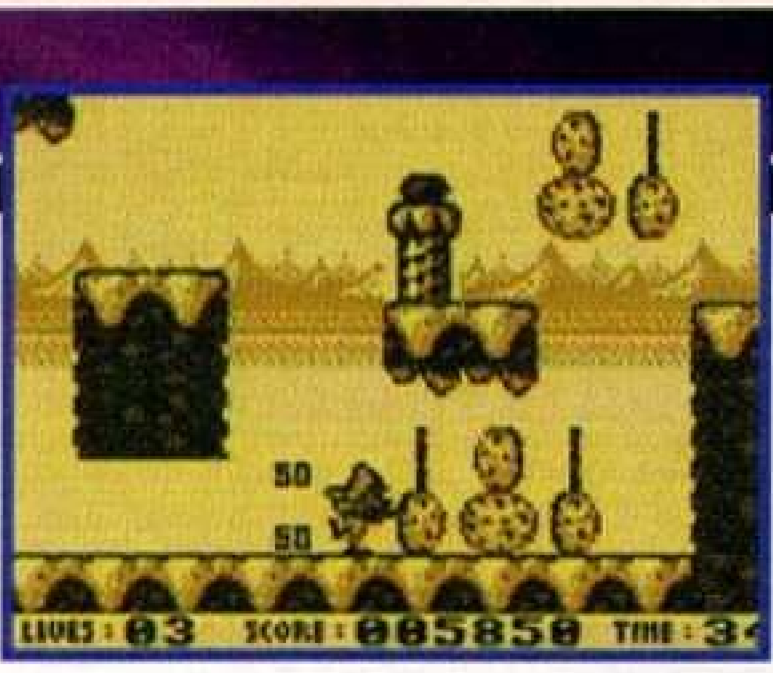

LIVES : 01 SCORE : 058450 TIME : 76

▲ ...or a Ritz cheese cracker sub level!

LIVES : 03 SCORE : 161100 TIME : 8

LIVES : 03 SCORE : 084650 TIME : 8

LIVES : 00 SCORE : 156900 TIME : 9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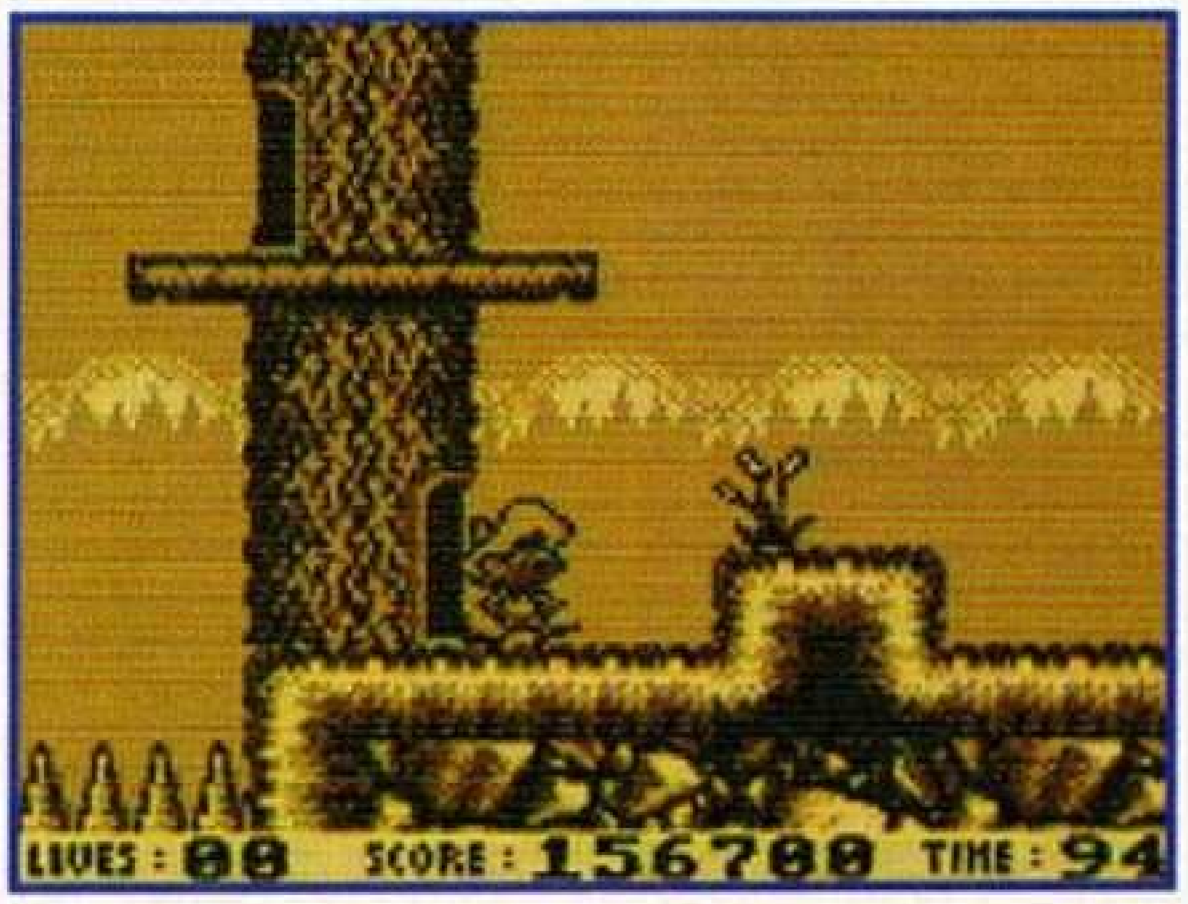
50
LIVES : 03 SCORE : 005850 TIME : 3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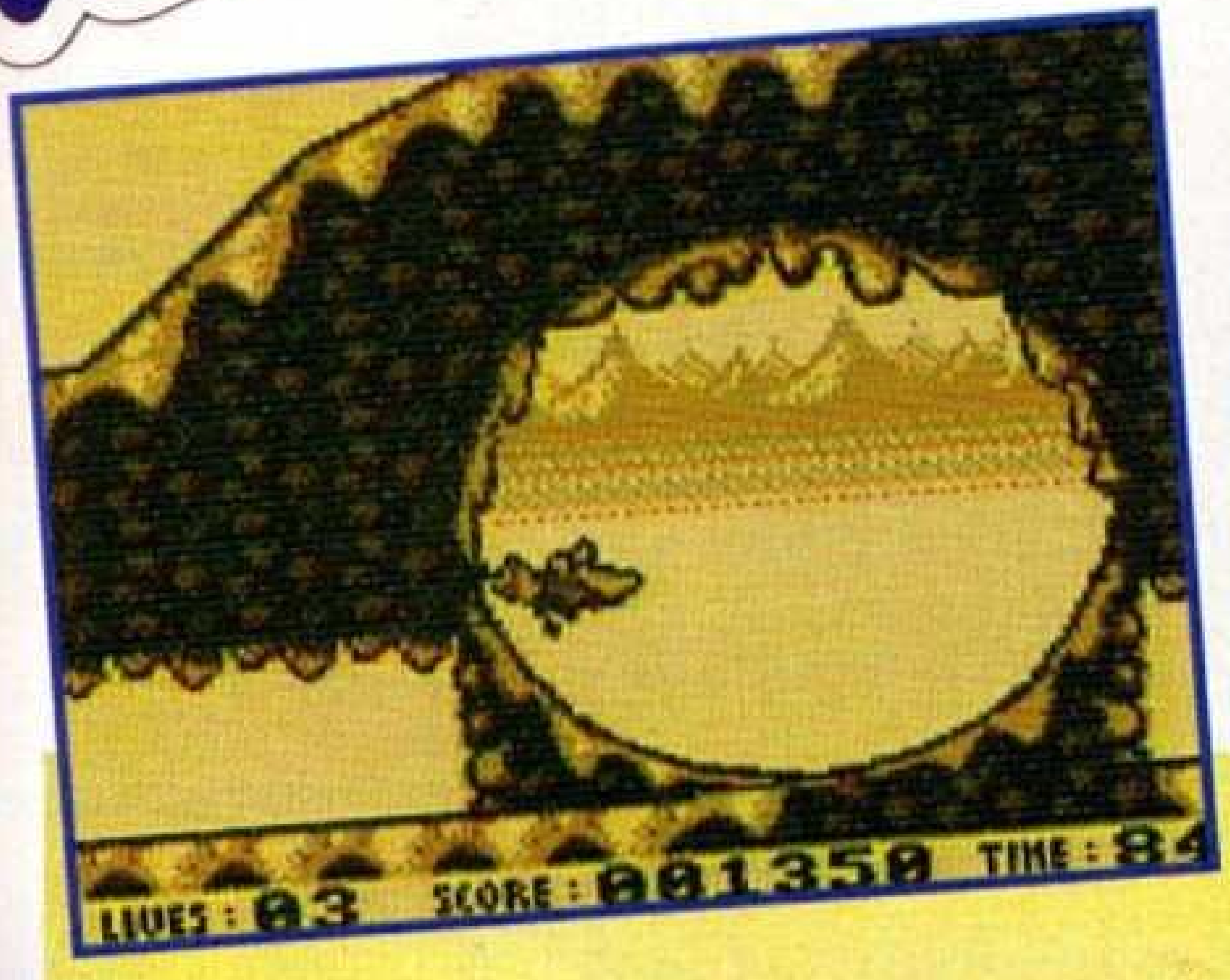
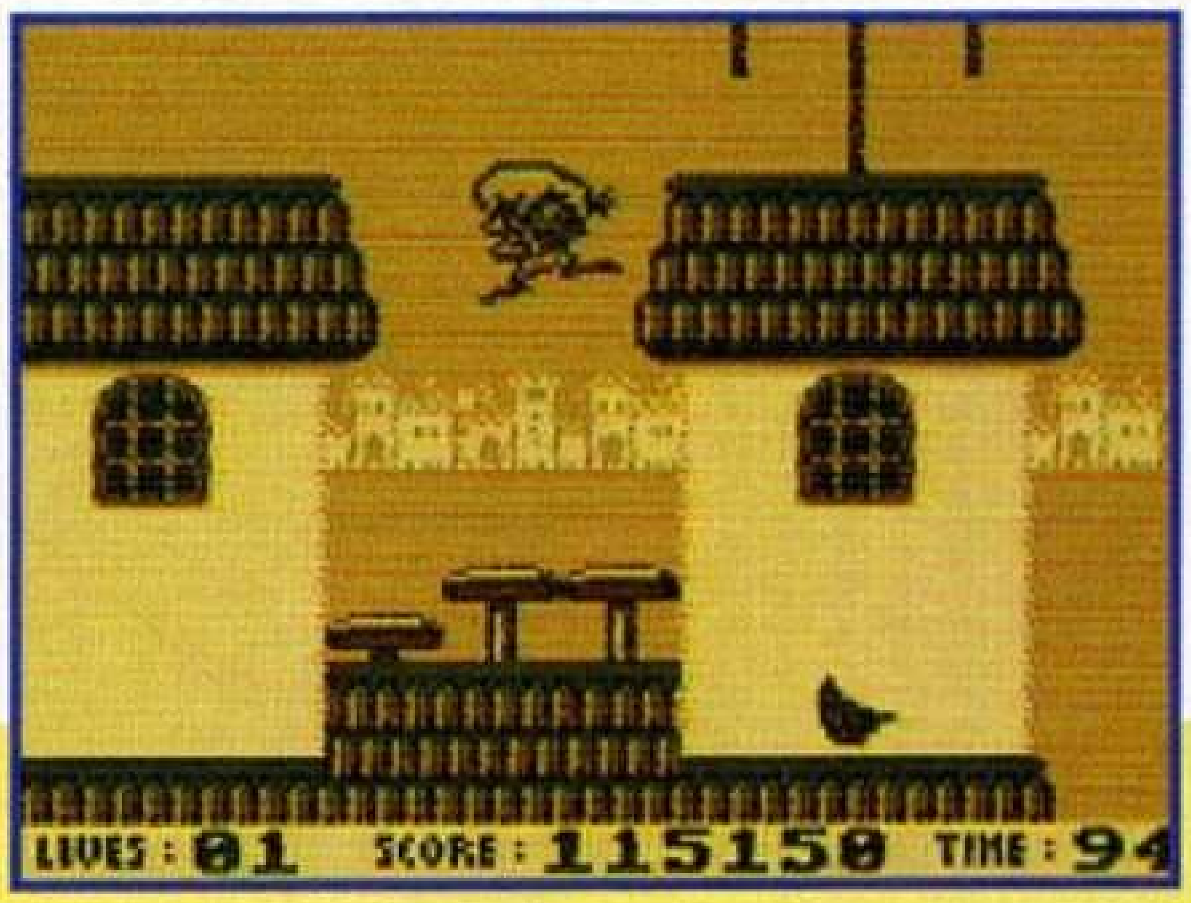
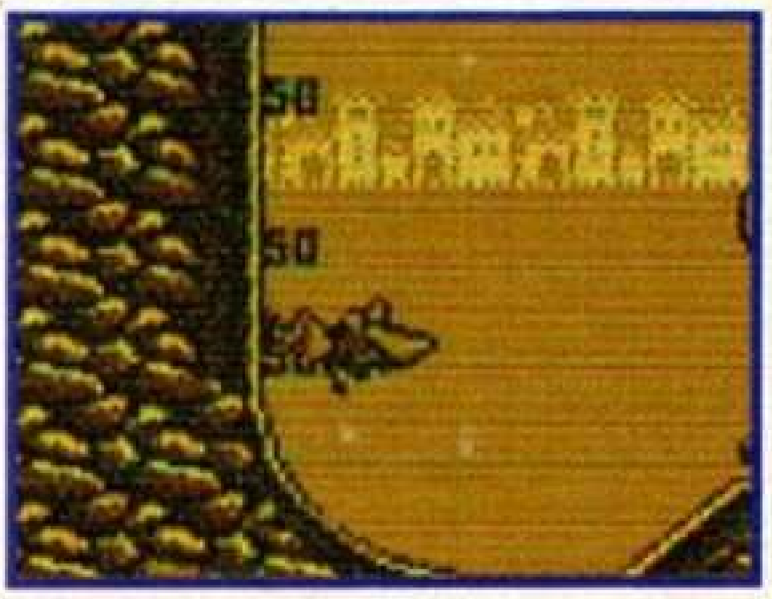

LIVES : 03 SCORE : 001350 TIME : 84


LIVES : 01 SCORE : 115150 TIME : 94



▲ Just like in the cartoons, eh readers?

MORE TO COME...

Sunsoft could well become the King of cartoon licences, as their next few releases feature several key Looney Tunes heroes. On its way for the Super NES is a new Bugs bunny game which also stars Yosemite Sam, Elmer Fudd, and Daffy Duck, whilst Daffy also takes the starring role in a forthcoming Duck Dodgers In The 24 and a half Century - complete with Marvin The Martian and his 'Just Add Water' army as key adversaries. Both games feature cartoon-quality graphics and loads of Looney Tunes in-jokes, and both will be previewed very soon.

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: MICROPROSE PRICE: TBA MEG: 8

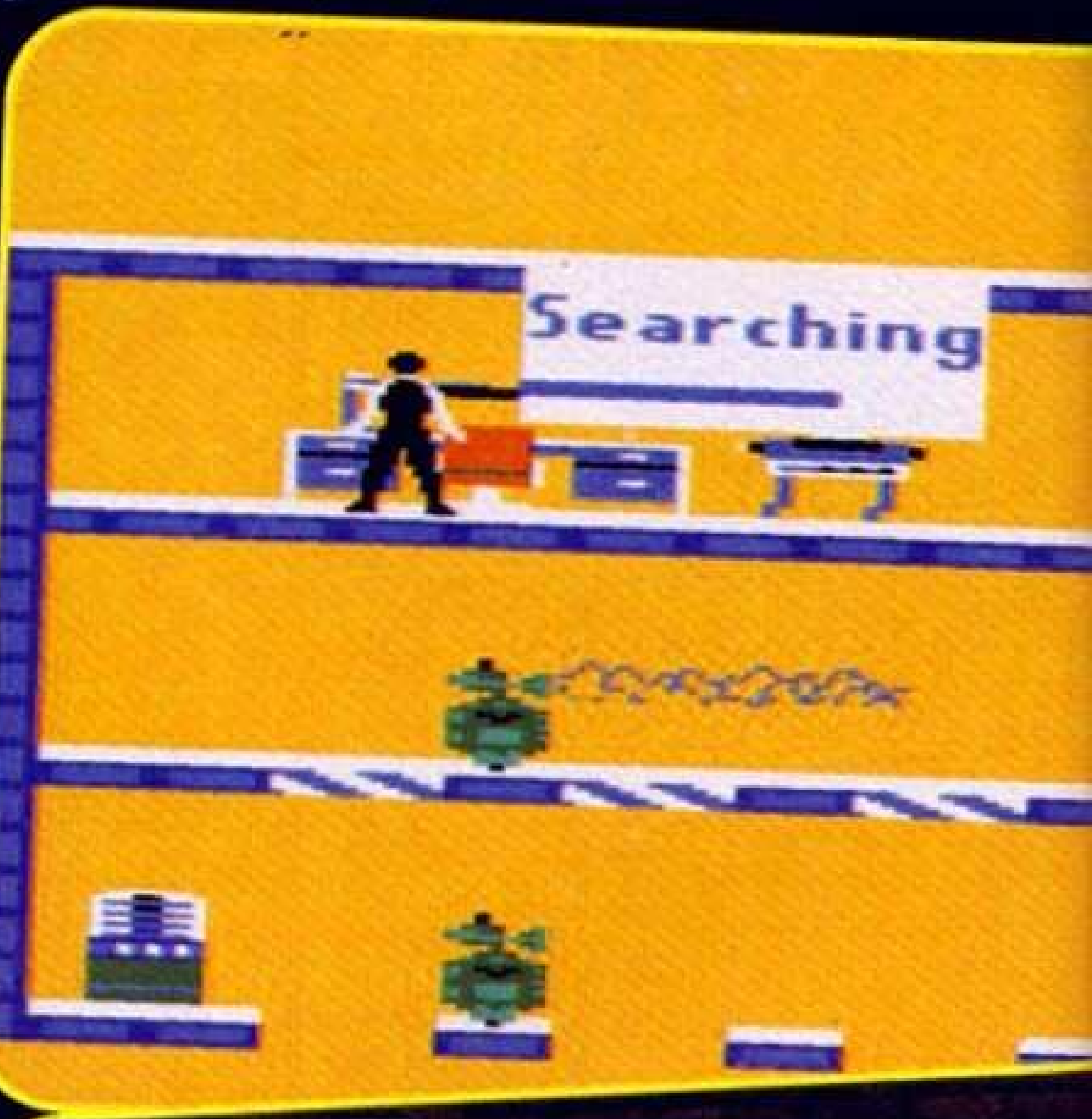
IMPOSSIBL MISSION

The 90's Remix

Way back, when Ocean were about to release Hunchback II, C64 owners were knocked sideways by a new platformer from Epyx. Impossible Mission was its name, and its combination of stunning animation, deep gameplay and digitised speech earned it instant classic status. So much so, that Microprose have seen fit to convert the game to the Super NES in a greatly-changed form!

Evil genius, Elvin Atombender, is holding the world to ransom from within his palatial robot-patrolled control tower. He's pointing a huge arsenal of warheads at key cities and is threatening to unleash them unless his demands are met within an hour. In a last-ditch attempt to thwart Atombender's plans, Special Agent 4124 - alongside RAM and Tasha - has infiltrated Elvin's lair and must find the abort codes for the missiles. However, Elvin's robots patrol each of the rooms. Luckily, though, Microprose have seen fit to arm the agents with an assortment of weapons and jetpacks.

In addition, 4124 also has to piece together the sections of code which have been hidden within the building's furniture and wall-coverings. These are then automatically placed within 4124's minicomputer. Cracking the code could take longer than you think but, as Elvin invited you in the original C64 game: 'stay a while, stay forever...'



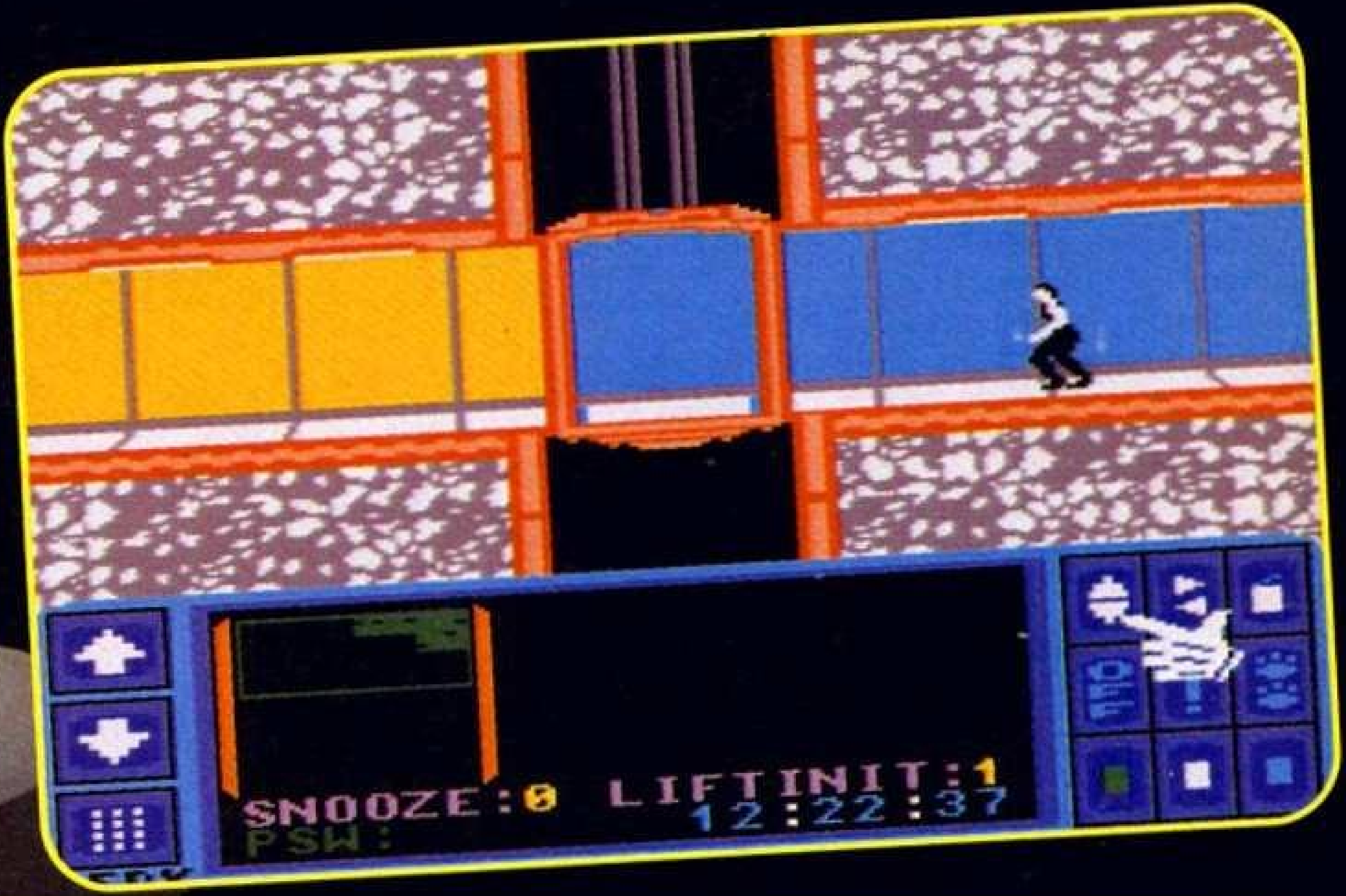
SEARCHING [LOOKING FOR LOVE]

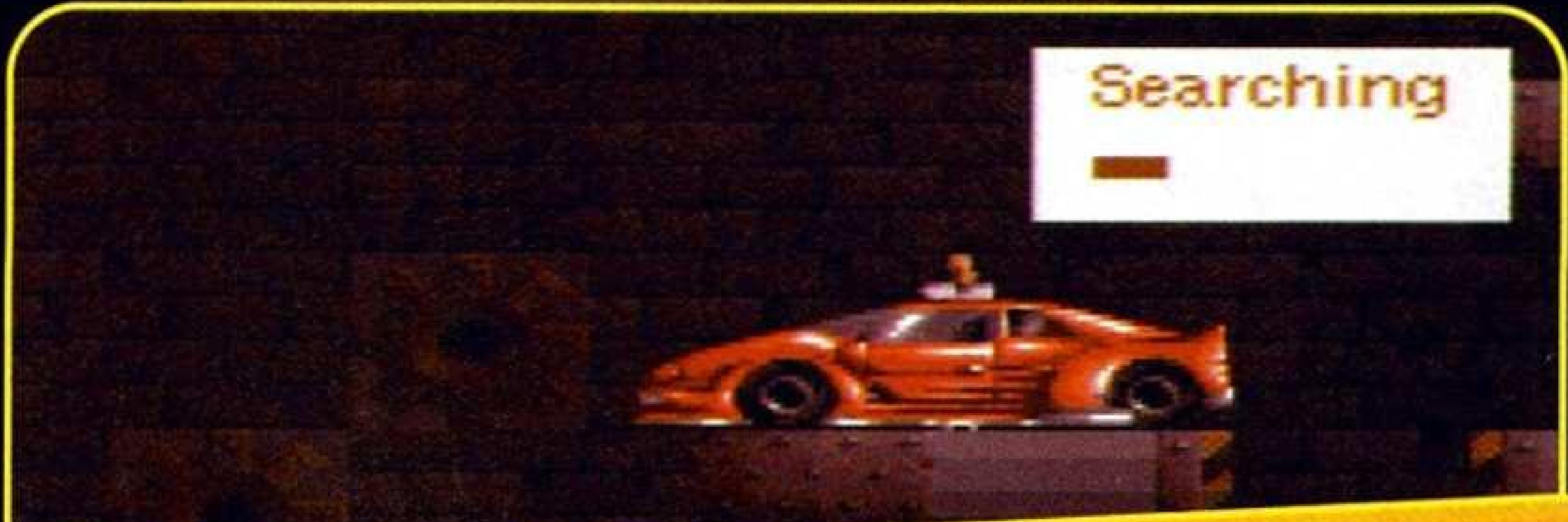
As you would expect of someone completely round the twist, Elvin has left the all-important missile destruct codes behind bits of furniture in the building. This means that, whilst simultaneously avoiding a frying at the pistons of the robot guards, he must also fish down the sides of Elvin's chairs and behind filing cabinets in search of the missing pieces. This takes time, though, and as his search is made a small indicator bar shrinks until it is revealed what was found. In addition to the code pieces, robot neutralisers and light activators for dark rooms are available - although often 4124's search often proves fruitless.

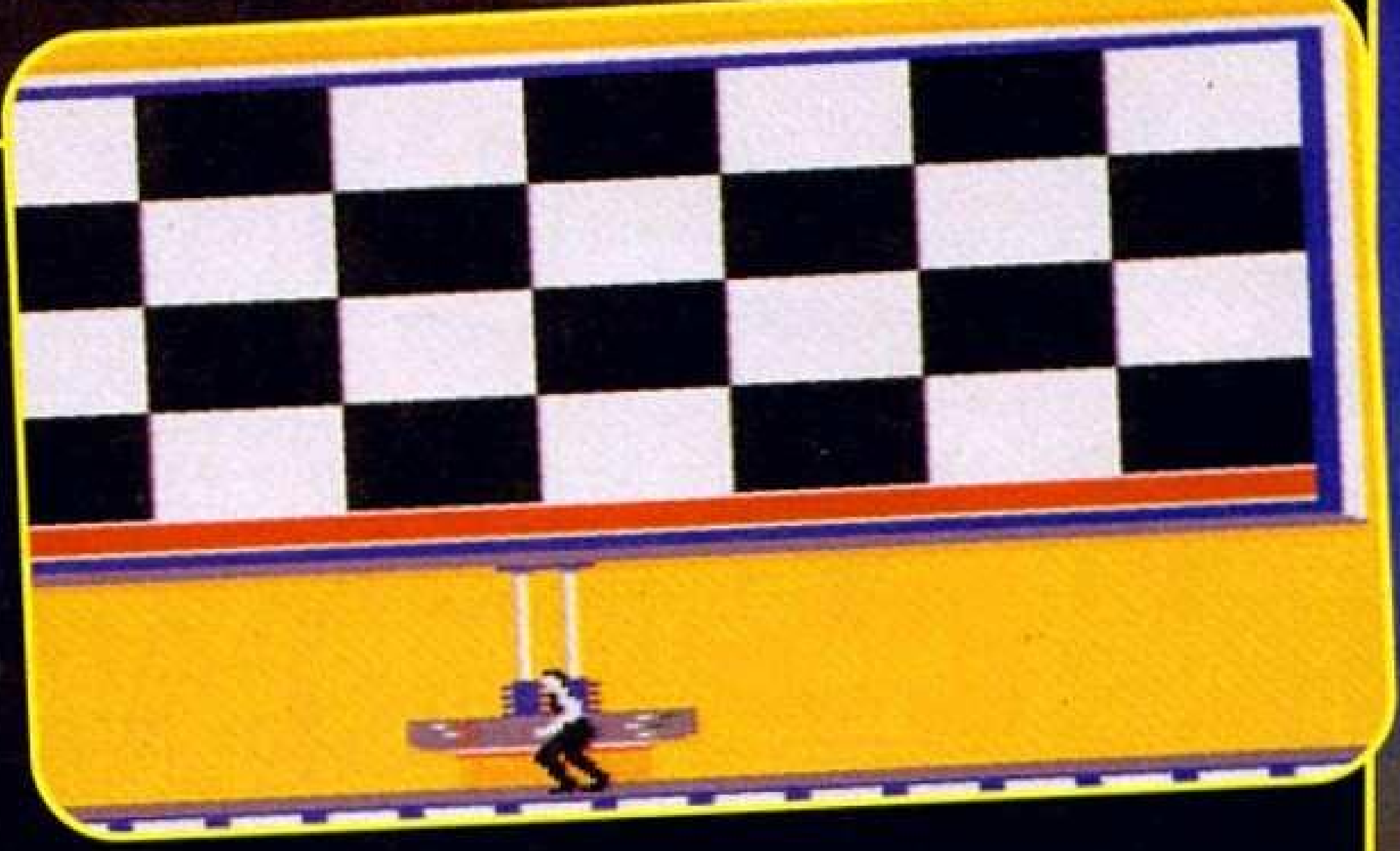
ALL NEW, SINGING AND DANCING

Although the 8MEG cart features a straight conversion of the C64 version, Super NES Impossible Mission has been radically rewritten to improve its graphics and make it a larger challenge. In terms of graphics, the seven stages that make up Atombender's tower block have each been given a theme, ranging from offices to an underground car park, and the items the trio of agents search for have been changed to reflect these. Similarly, Felix and Co are now armed with lasers and jetpacks with which to tackle the considerably larger robots Elvin has left patrolling the building.

▲ Life's funny: you spend ages getting screenshots of a game which will, hopefully, show it at its best. And what pic are you expected to caption? This, that's what...







▲ Wow, a perfect C64 emulator for the Super NES. I wonder if the machine never loads properly or if it crashes after every ten minutes like my old C64 used to.

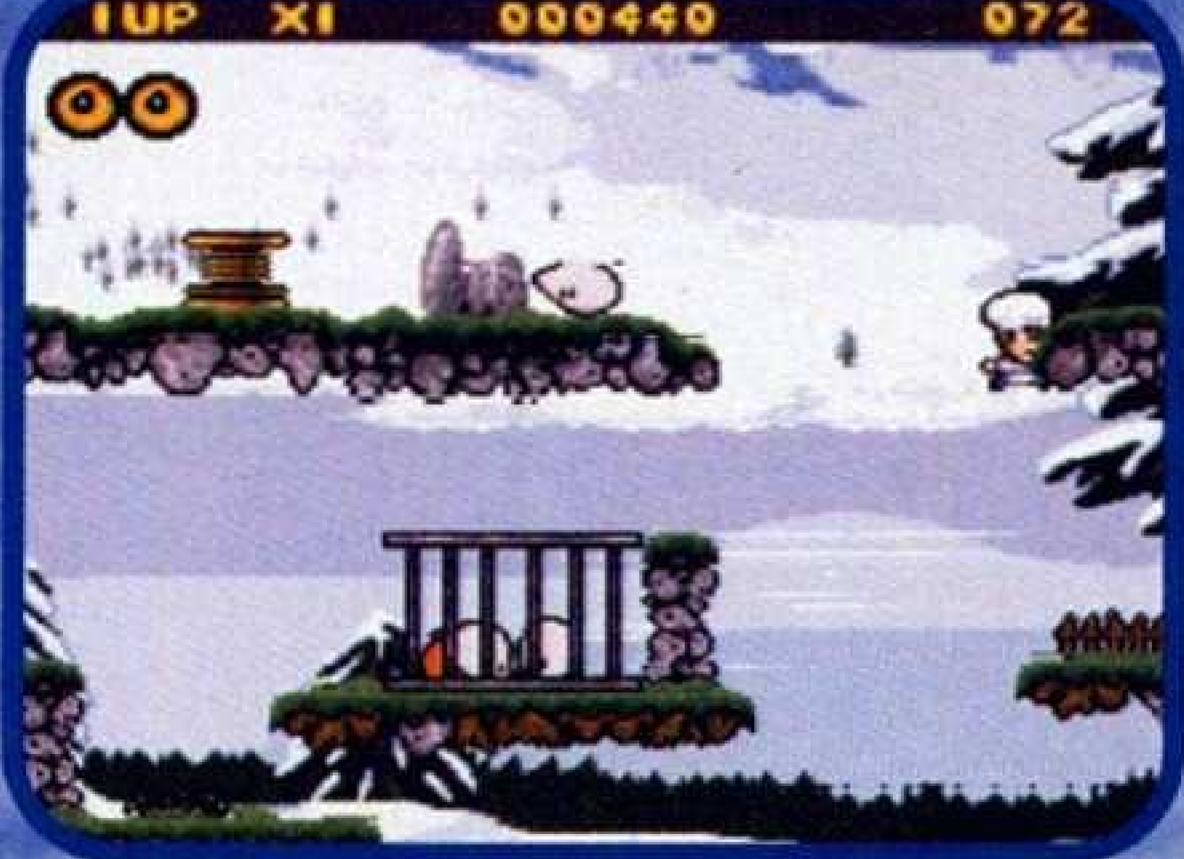
BY: MINDSCAPE OUT: DEC MEG: 8

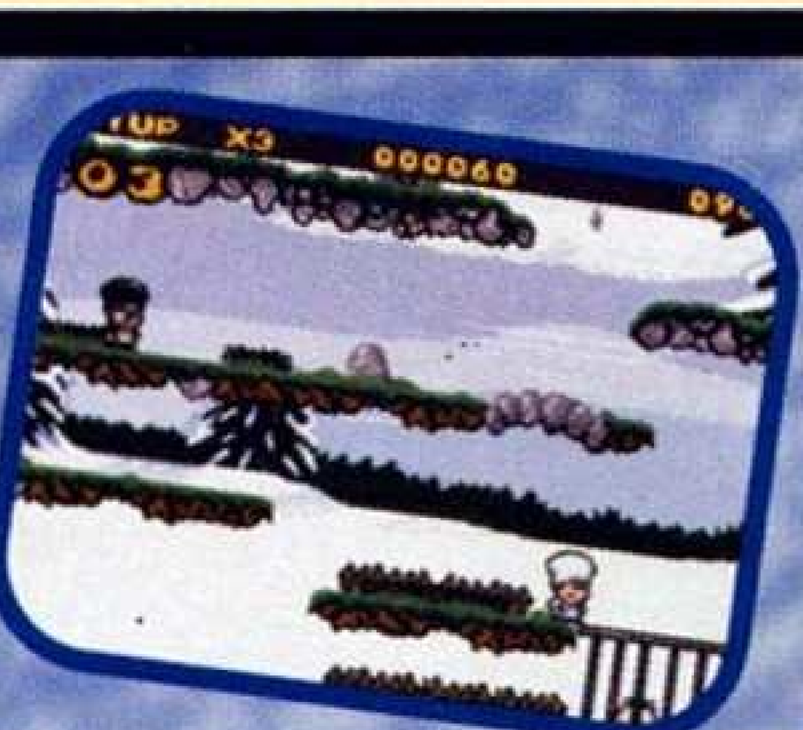
P

How many times have you gone to the fridge only to find your favourite yogurt covered in mould or that someone has finished off your Coke? Well, compared to what Mindscape's latest cutesy character has to put up with, that's nothing. On opening his fridge one morning, it's fair to say Pierre Le Chef was a little surprised to see the food within suddenly come to life and flee to a number of distant countries. However, rather than taking Dennis Healy and Catherine Zeta-Jones' advice and popping down to Sainsbury's for some more, Pierre decides to trek the world in an attempt to round up the feisty food - and, in doing so, embarks on a seven-stage mission which will eventually take him to such culinary havens as Mexico, Italy, and Switzerland.

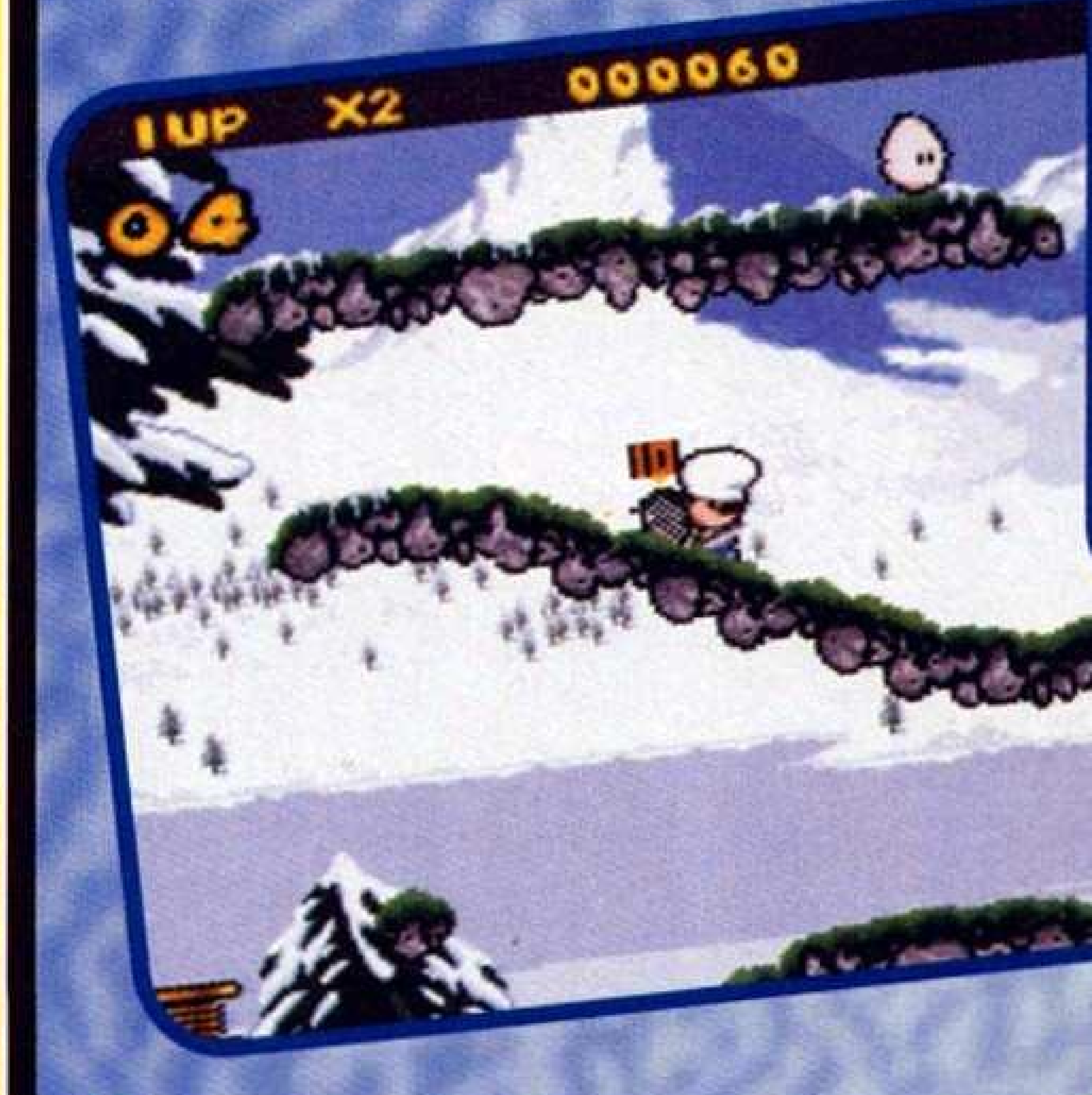
Pierre Le Chef is a platform game which drops the little Chef in a number of food-filled platform scenarios. Armed with a net, Pierre's task in each level is to catch the errant edibles within a time-limit and drop them into a cage located elsewhere on the screen. However, contact with the food proves dangerous, so before they can be captured they must be stunned . Needless to say, though, it's not all plain sailing, and Pierre's task is hindered by the interfering Chef Noir who appears occasionally to free any food Pierre has caged.

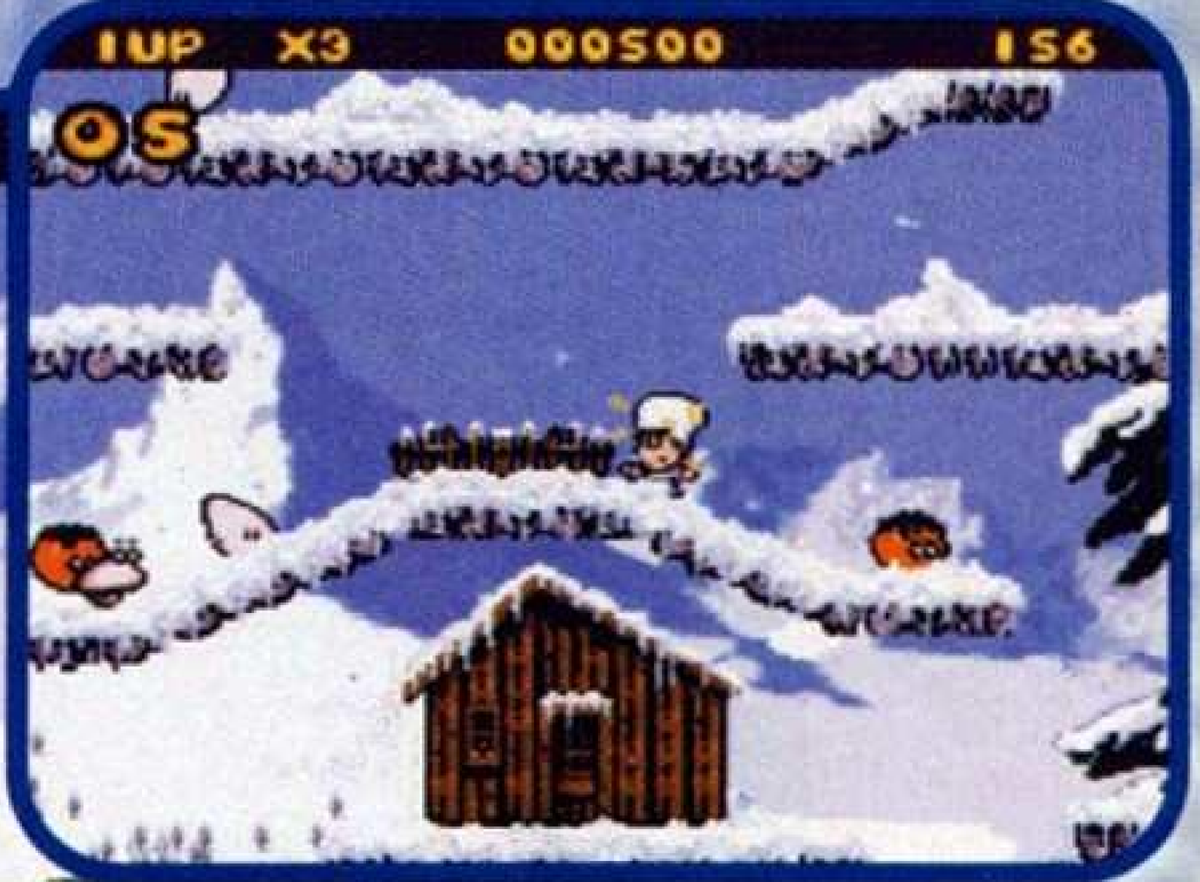
Pierre Le Chef is scheduled for a Christmas release, and a full review nearer the time.



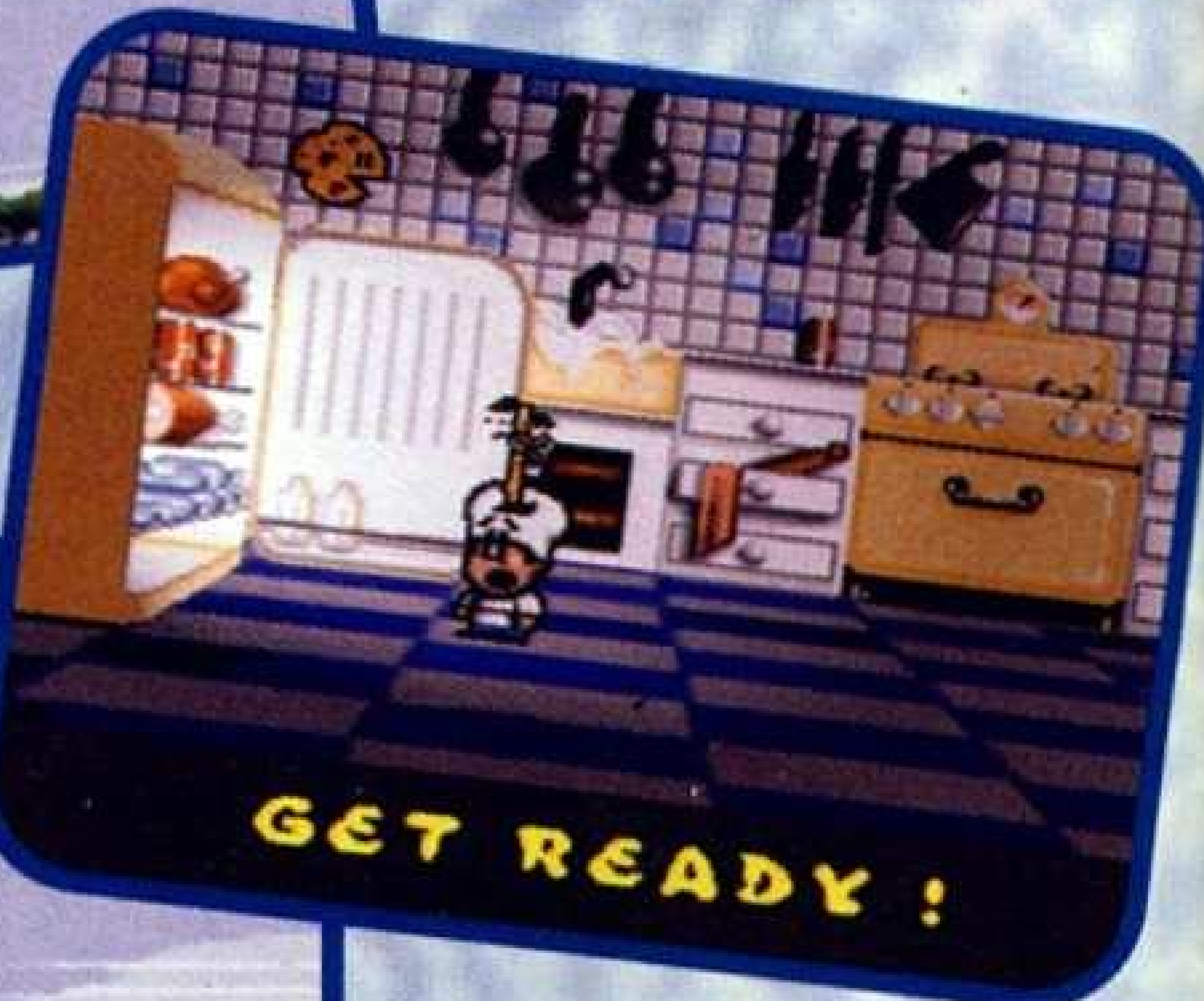


▲ Behindé vous Pierre! Regarde le chef noir.

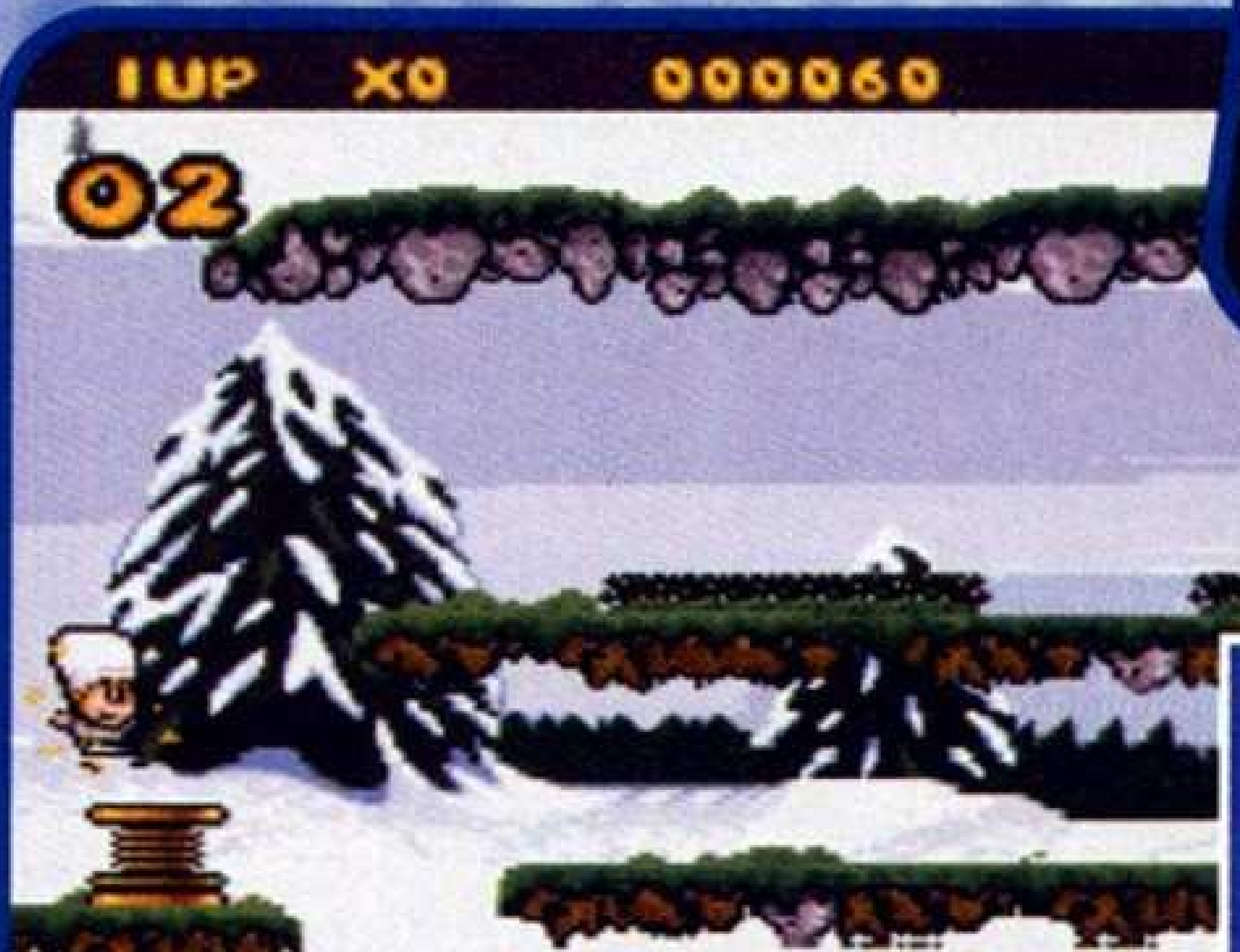


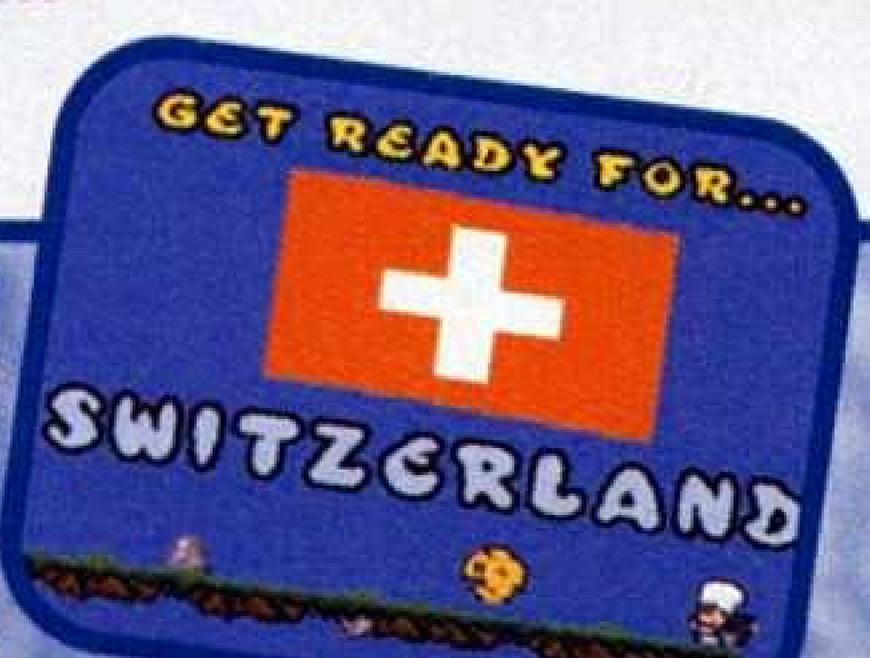


▲ Mon Dieu! Les vegetables sont escaperant!



▼ Zoot alors! Un picture tres uninteressant!

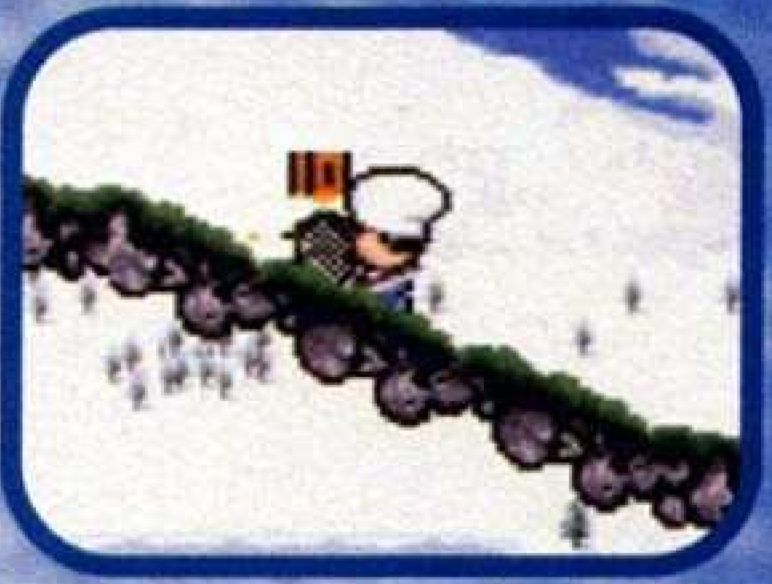




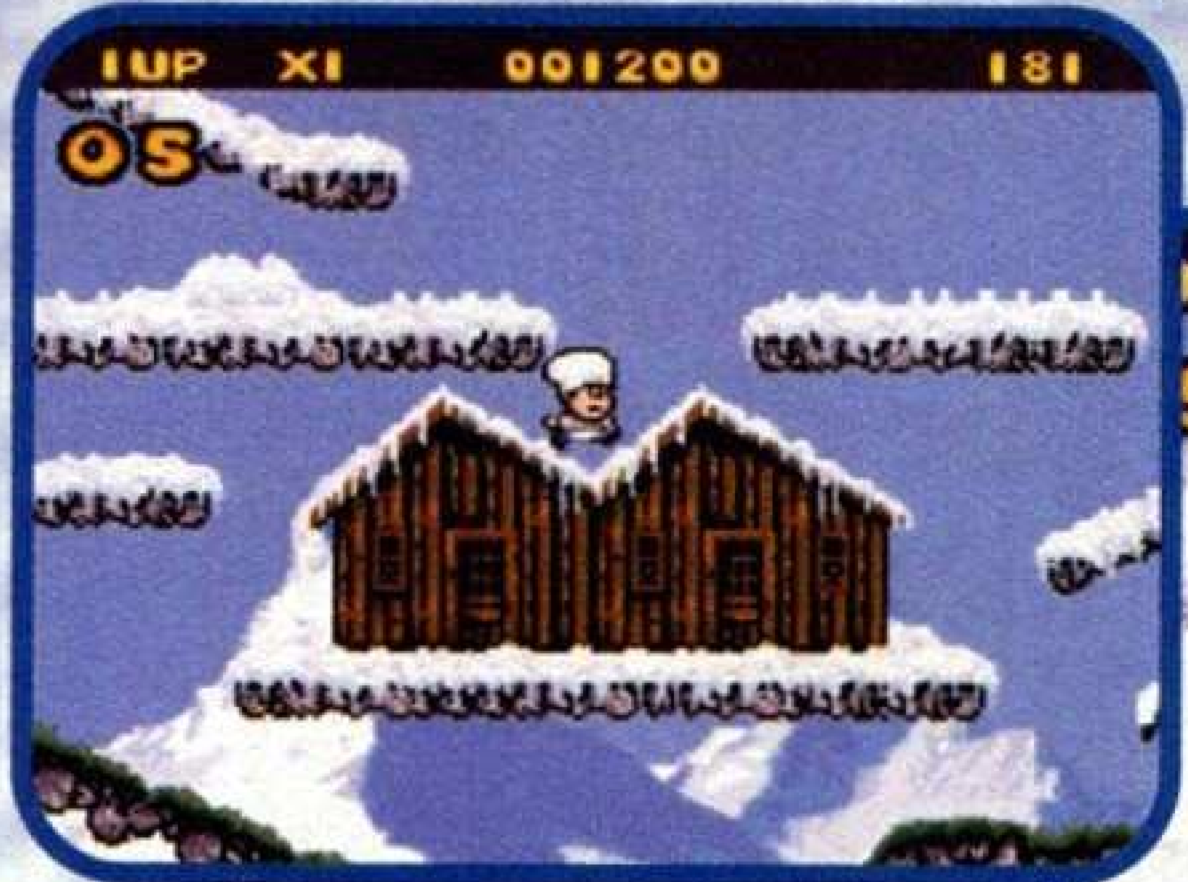
ALL AROUND THE WORLD

As Pierre makes his way across the world, the platform-laden stages get larger and more complex, with the likes of teleporters and magical bells adding to the fun. The teleporters are particularly useful although it is worth noting that the food can use it too, whilst ringing the bells in a specific order reveals a previously hidden bonus. In addition, the food Pierre pursues changes to suit its environment, with the snowy Swiss scenes sending Pierre after cheese, assorted spicy dishes in Mexico, and assorted fruit in the Caribbean.

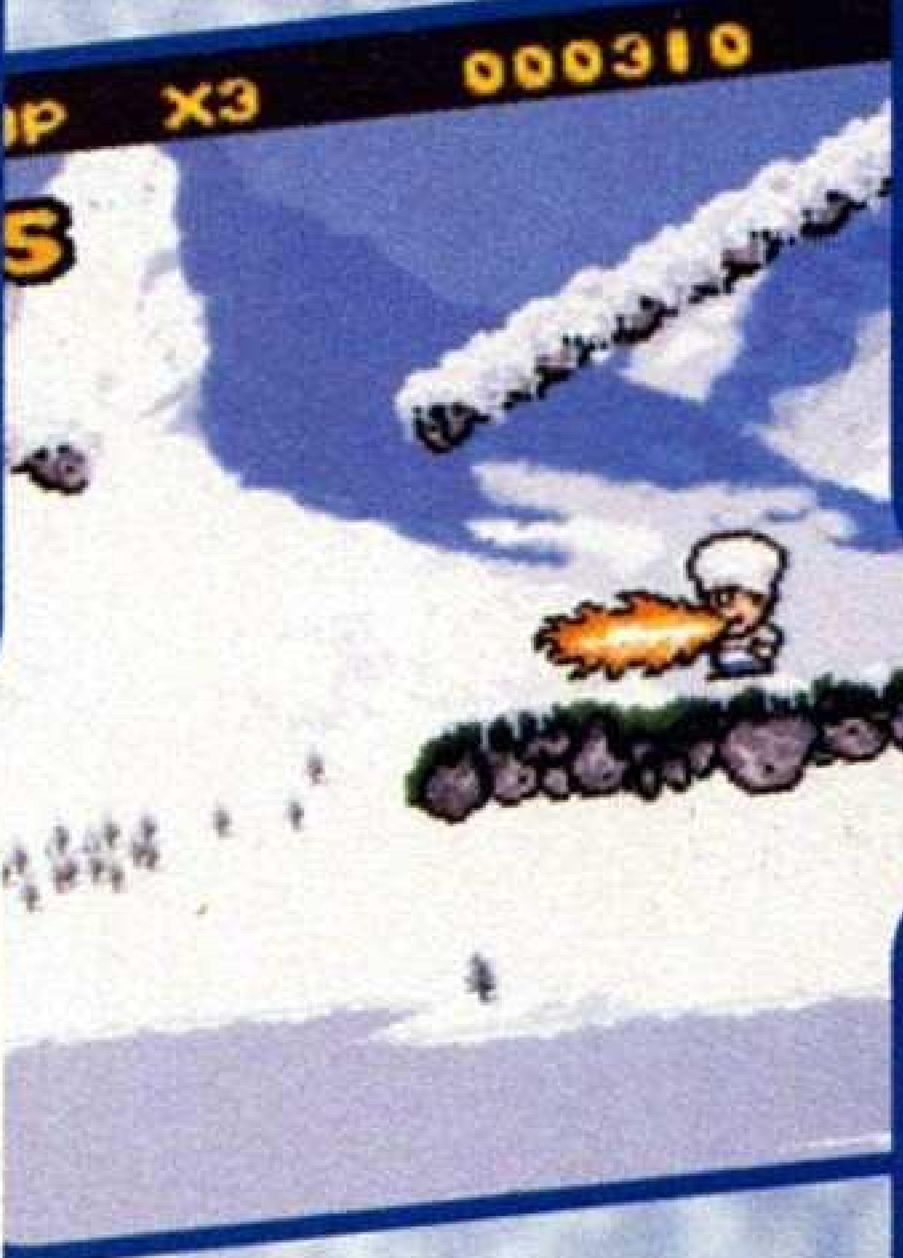
IERRE LE CHEF



Pierre le chef. C'est bon, or what?


1UP X1 001200 181
05

Sacré bleu! Pierre et deux sheds, le dernier jour.


P X3 000310
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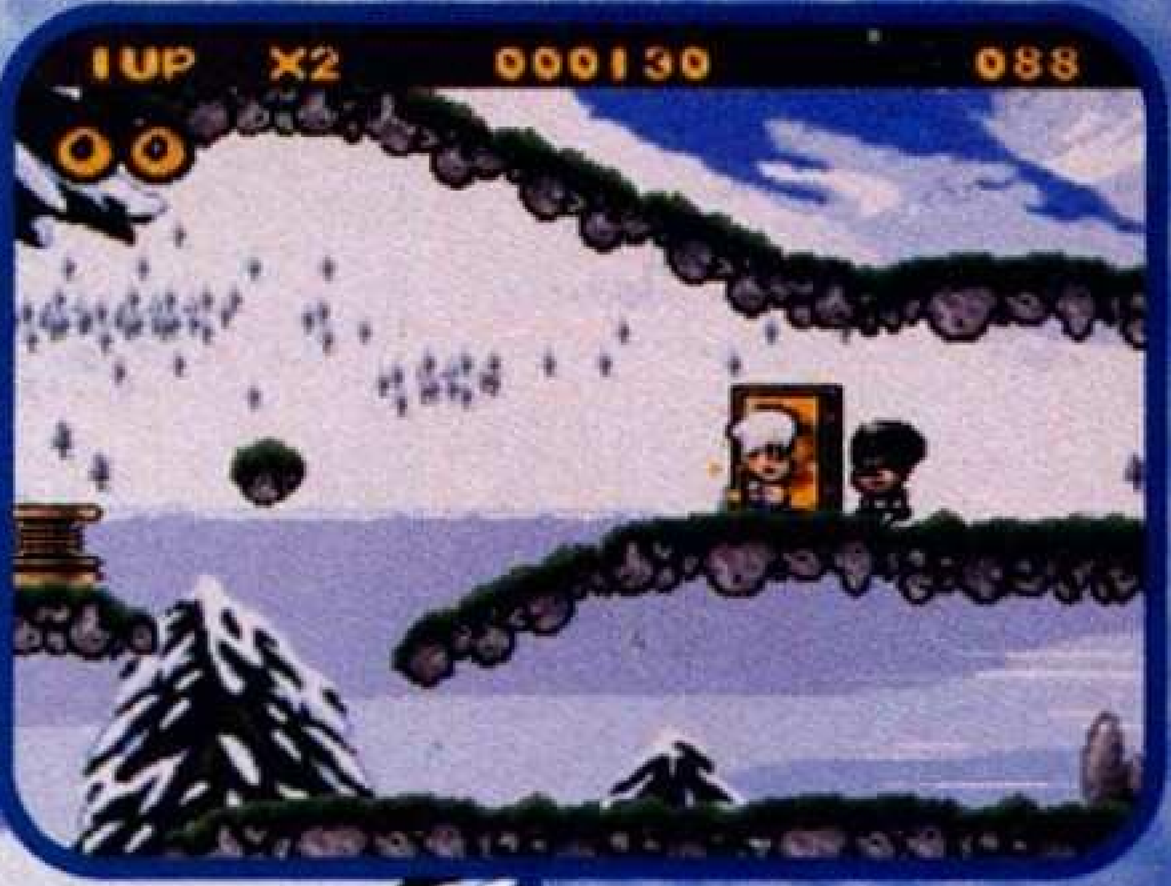
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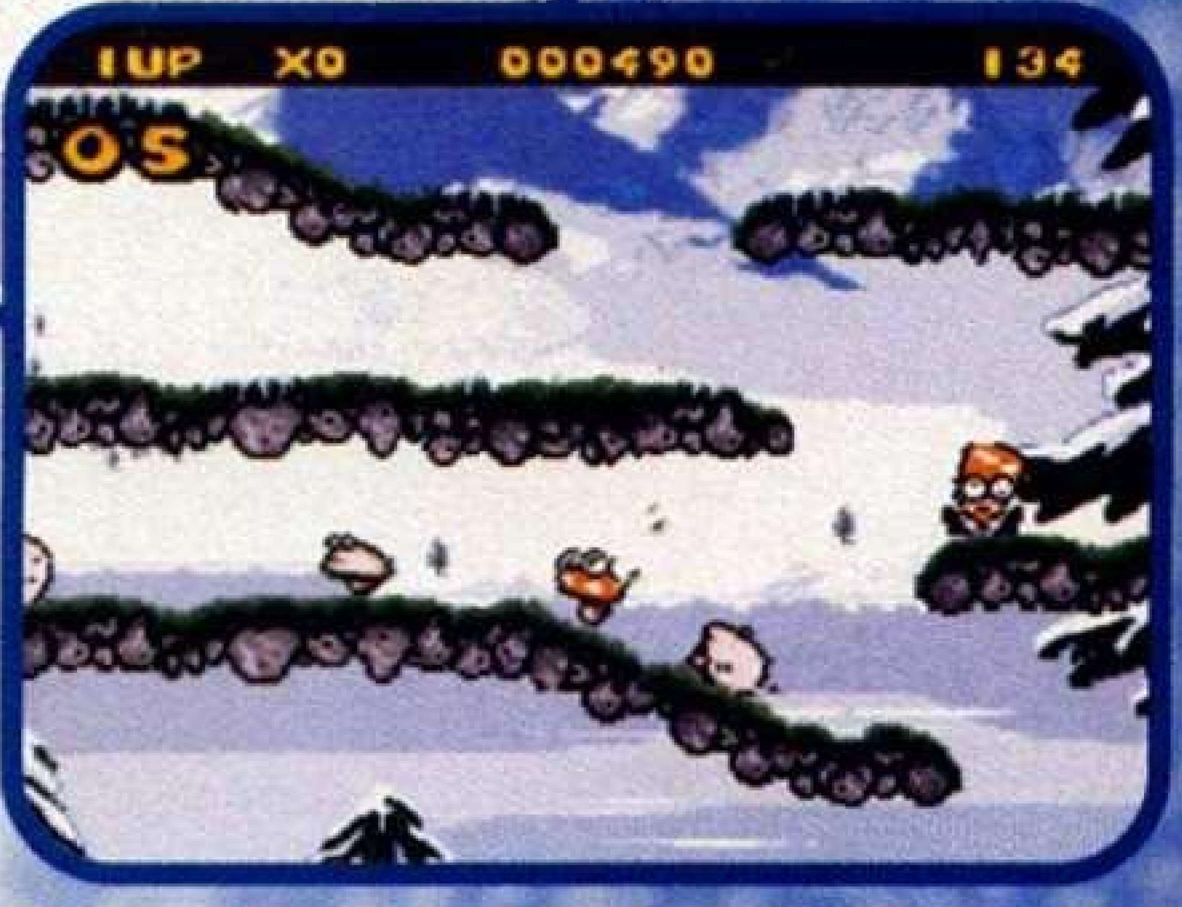
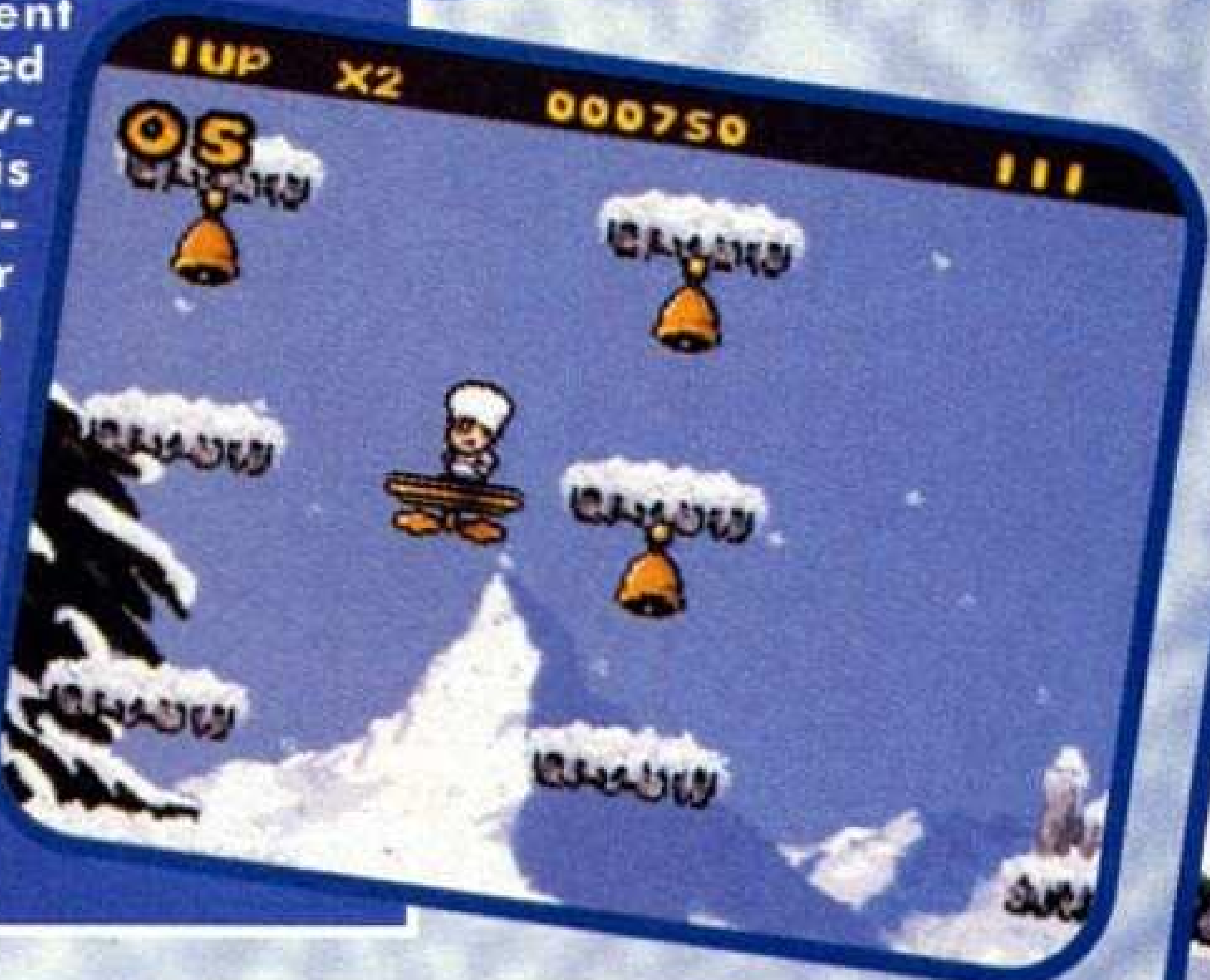
Je dit, je dit, je dit! Mon chien avant pas un nés...


1UP X0 000490 134
05

Regadez-vous les sad shots de screen, Marlonne.

WHAT A SAUCE

Initially, young Pierre is armed with just a net, some bags of flour and his stomping abilities to stun and capture the sneaky snacks. However, depending on the current location, extra food-related power-ups appear, allowing Pierre to bolster his powers. For instance, during the Swiss stage, our hero stumbles across a handy bottle of Tabasco sauce which gives Pierre fiery breath and roasts anything in his path. In later levels, though, this is replaced by the likes of wooden spoons and an as-yet undecided Mexican variant - Tequila perhaps?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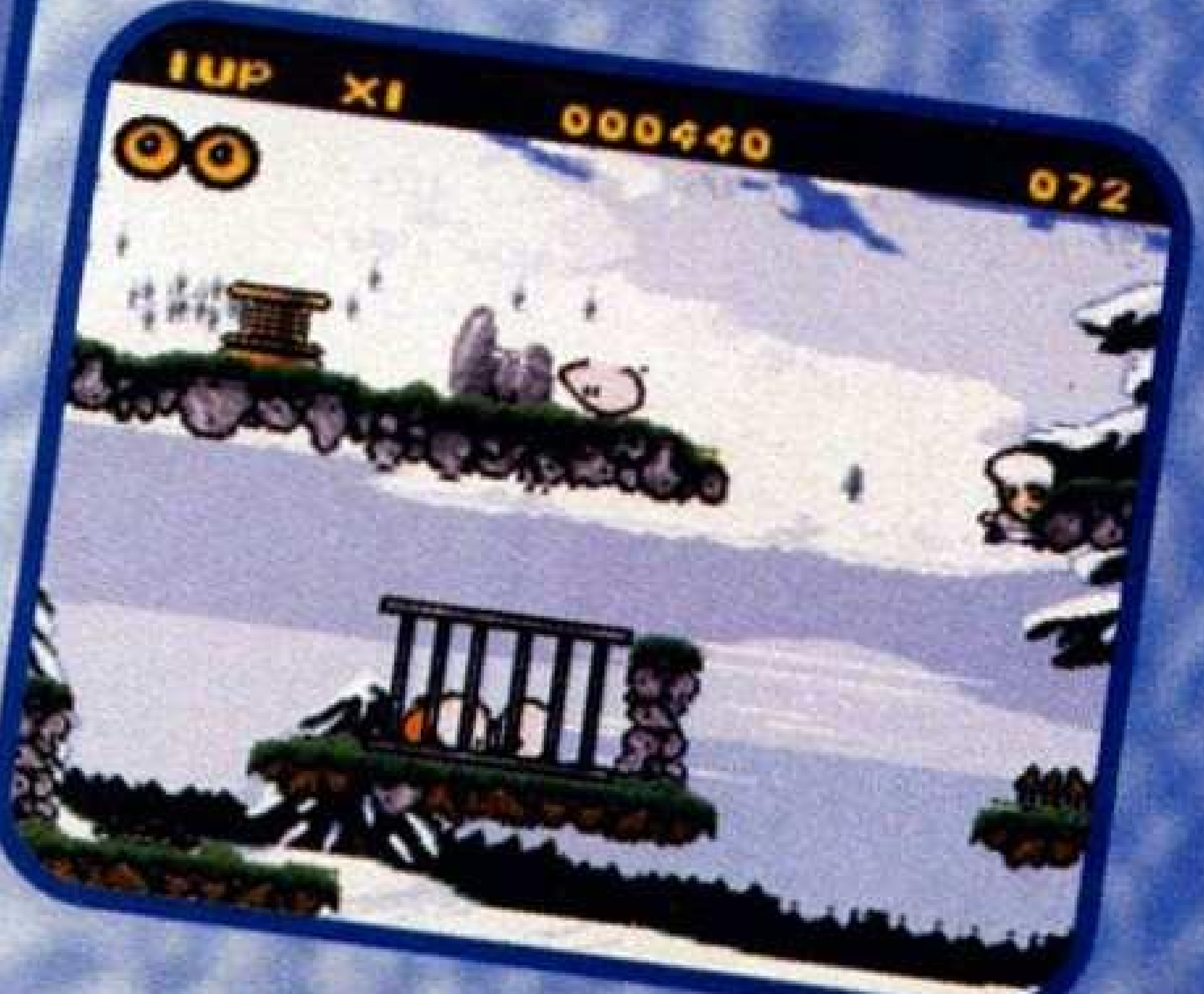
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1UP X1 001220
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1UP X3 000550
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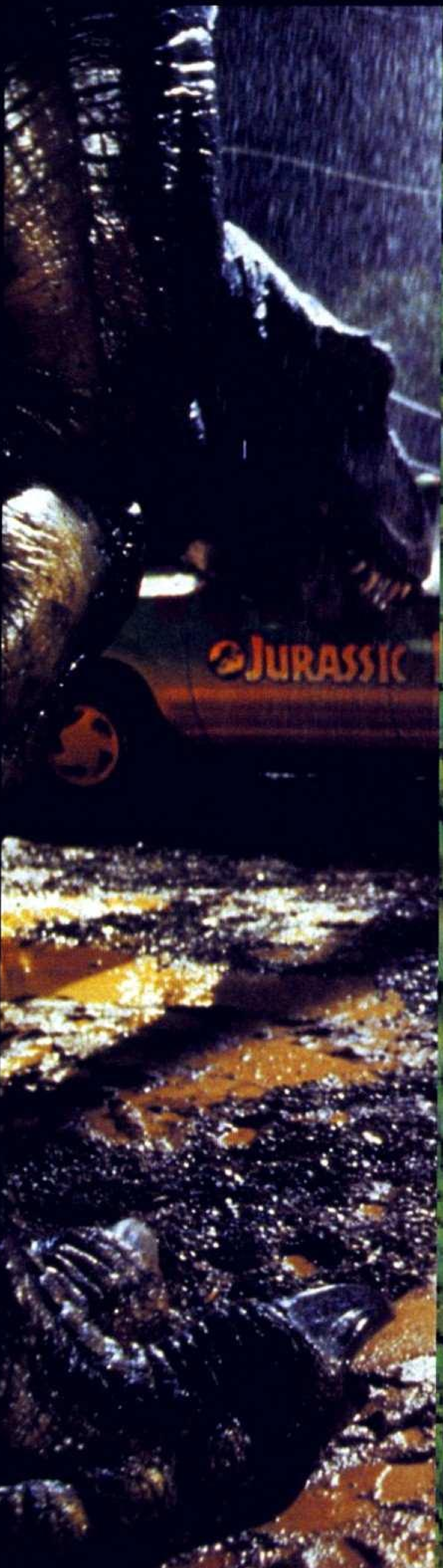
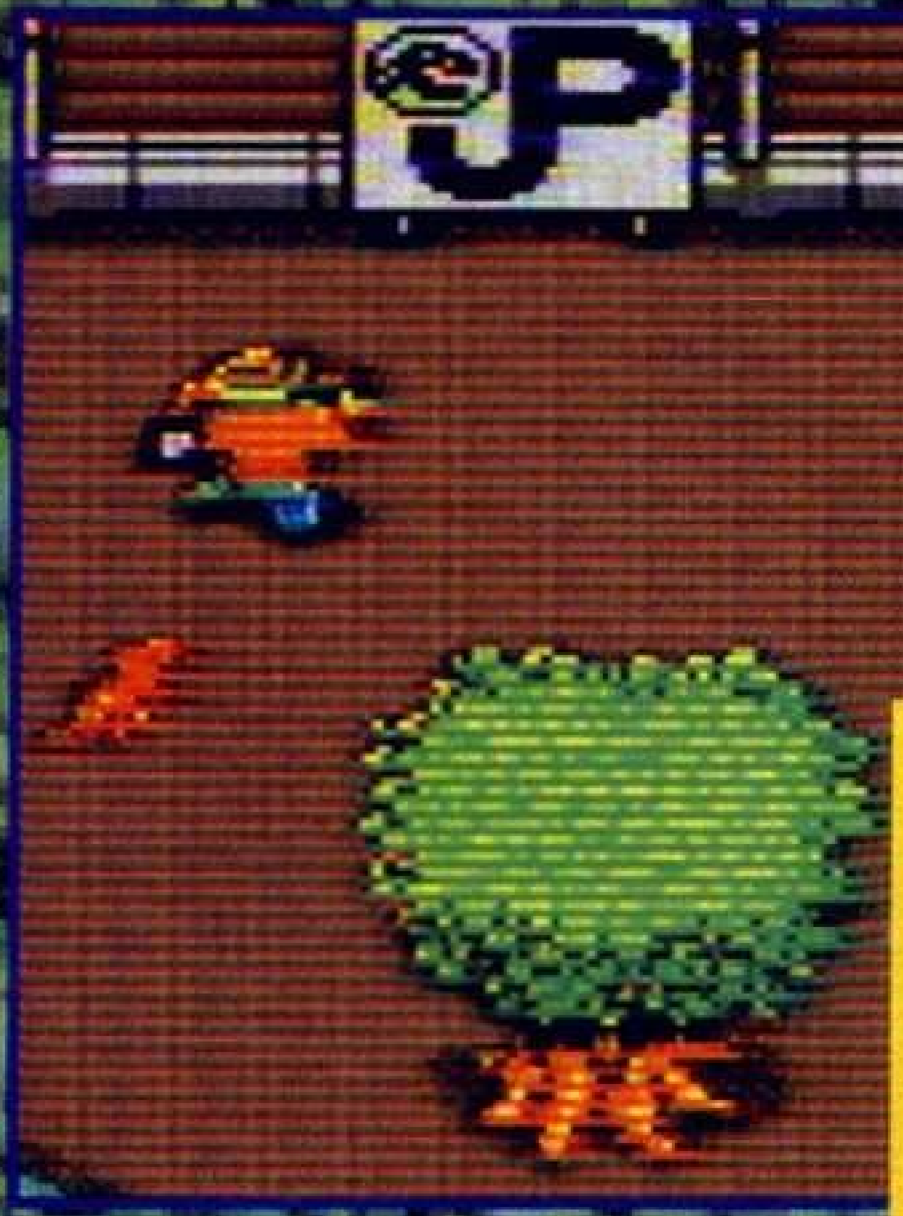
GAME BOY

Nintendo ENTERTAINMENT SYSTEM

BY: OCEAN PRICE: TBA MEG: TBA

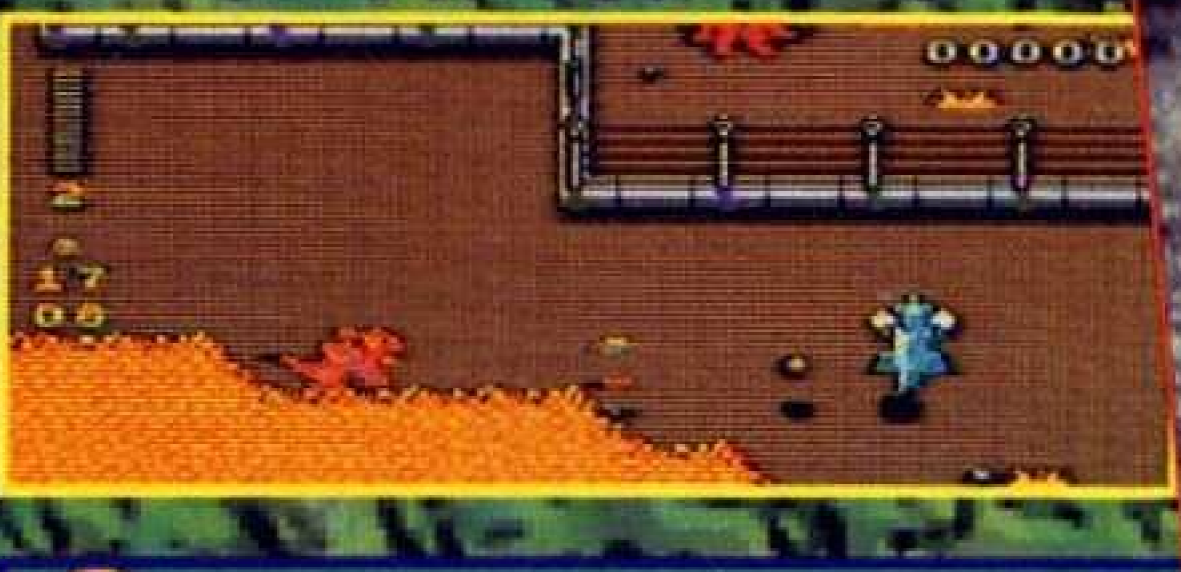
It's THE most eagerly awaited film of the year. It's got Spielberg directing it, and it stars Sam Neill, Jeff Goldblum and some of the most technically-advanced special effects ever seen. Oh, and it's got some dinosaurs in it, too. It's Jurassic Park, and no sooner will it have hit the cinemas, than it will be debuting on the Super NES, NES and Game Boy. Based on the Michael Crichton book, the Jurassic Park of the title is a huge theme park featuring genetically-reared dinosaurs as its main attractions. Created using a special DNA technique perfected by the park's director, John Hammond (Richard Attenborough), the reptiles are contained within special electric barriers. However, while a team of experts are ensuring the Costa Rican island adheres to rigid safety rules, a power cut disables the fences surrounding the dinosaurs and the beasts are left to roam the island. From here, the stranded experts - including Sam Neill, Laura Dern, two obligatory cute kids, and Jeff Goldblum - are left to contact the mainland whilst avoiding the marauding monsters. Ocean's game takes the basic gist of Crichton's plot, and casts the player as Alan Grant (Sam Neill's character) as they make their way through the overrun park. However, as almost the entire journey is to be made on foot, it's odds-on that a few bouts of dino-related hilarity are to follow...

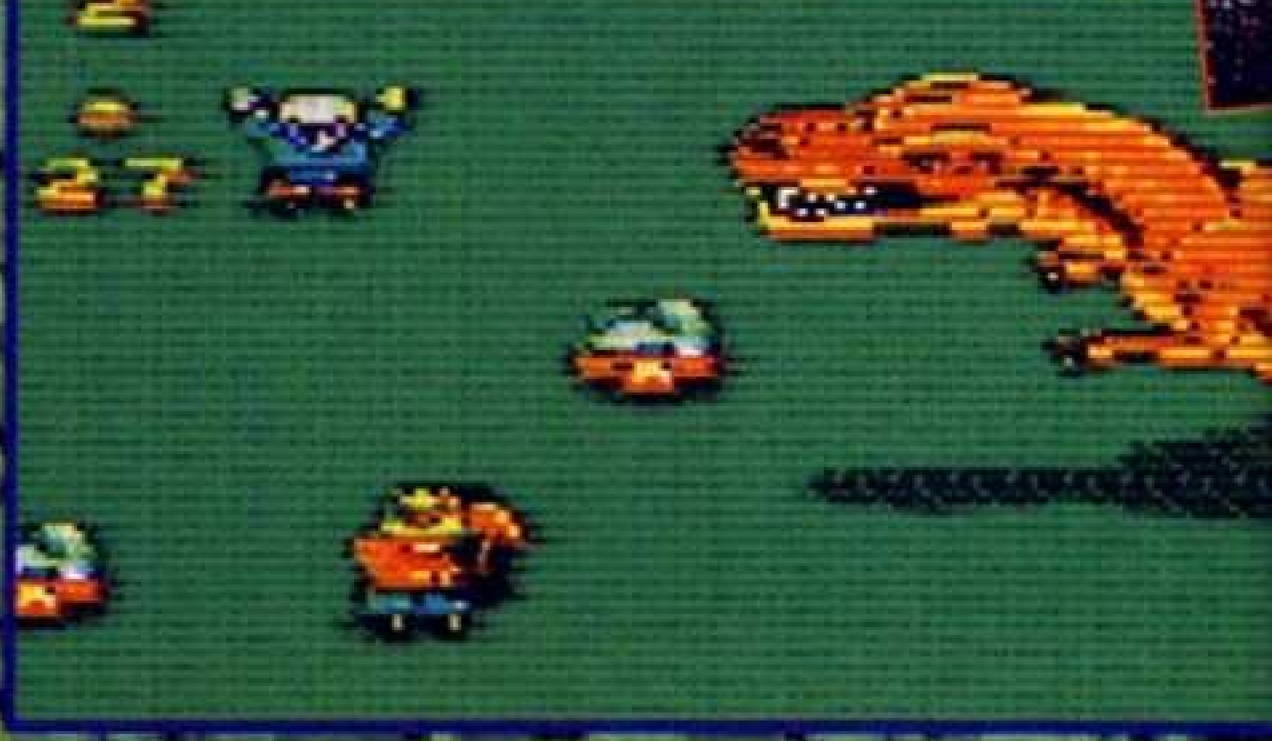




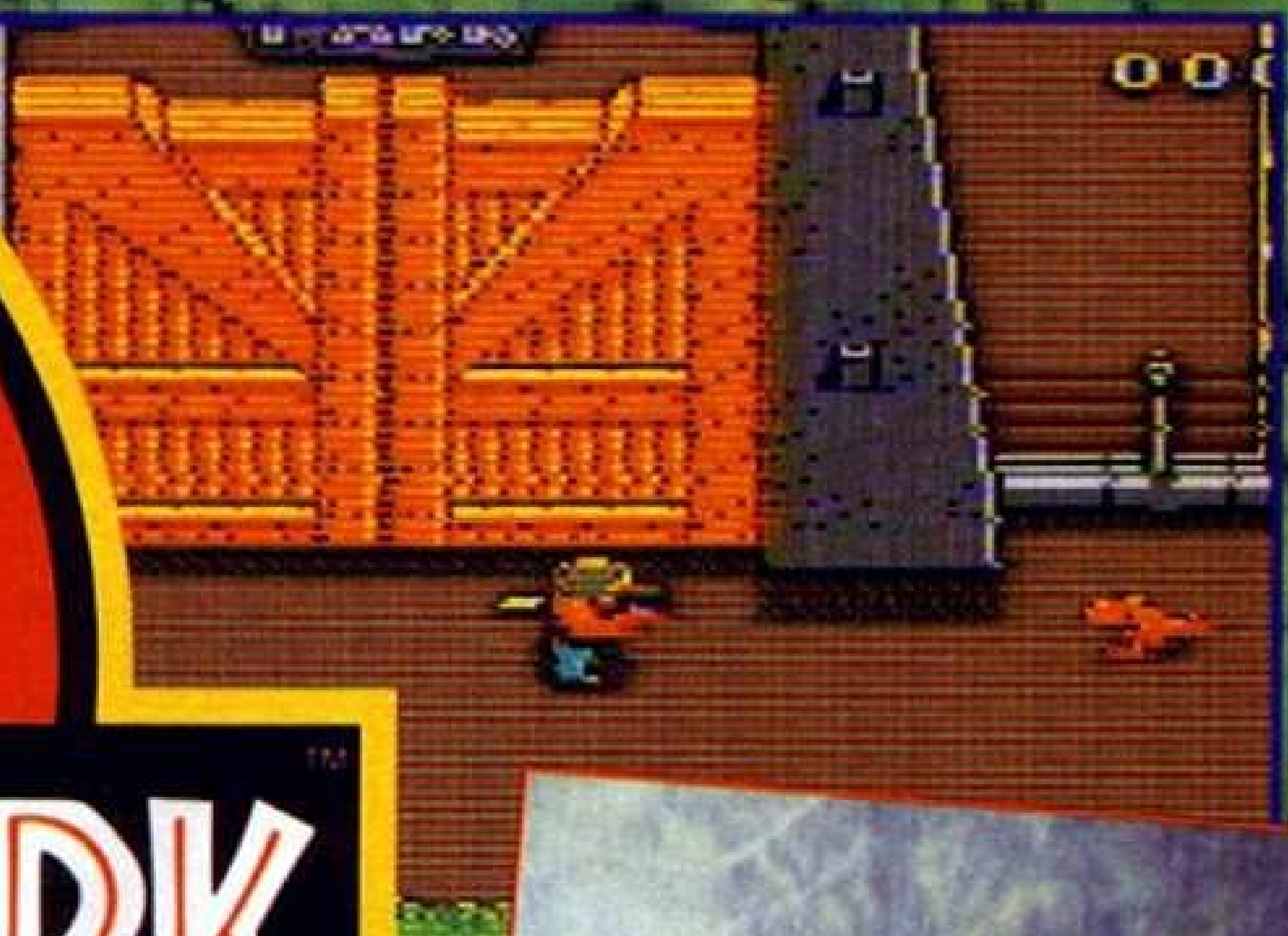
THERE BE MONSTERS

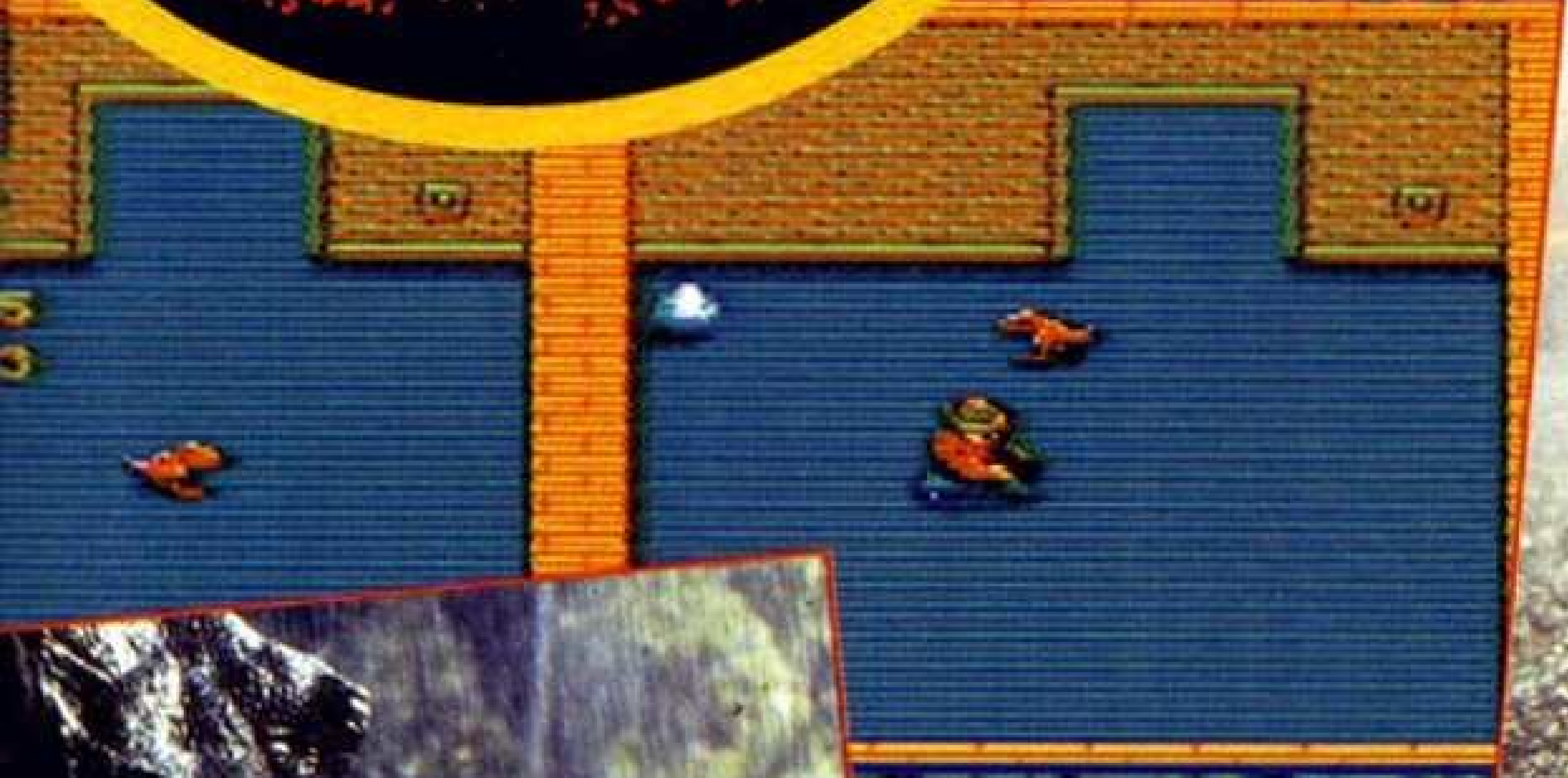
Aside from the expected lack of colour in the hand-held version, the Game Boy and NES games are virtually identical in terms of content and plot. Controlling Alan Grant, the player starts the game dumped outside the closed gates of the park. Using a slightly askew bird's-eye view, NES and Game Boy Jurassic Park are eight-way-scrolling shoot 'em ups with Grant avoiding the escaped dinosaurs whilst attempting to reach a number of objectives. For instance, initially Alan is searching for the access card needed to open the park's main gates, but before he is allowed in he must also destroy a number of dinosaur eggs which are scattered throughout the game. This then leads on to scenes where he steers one of the film's sickeningly cute kids through wave after wave of stampeding Triceratops, whilst guiding the other away from the slavering jaws of a Tyrannosaurus Rex. In additon, in between collecting numerous weapons to despatch the attacking creatures, Grant also finds time for a quick boat ride as he makes his way past Loch Ness monster lookalikes and deadly logs of doom.

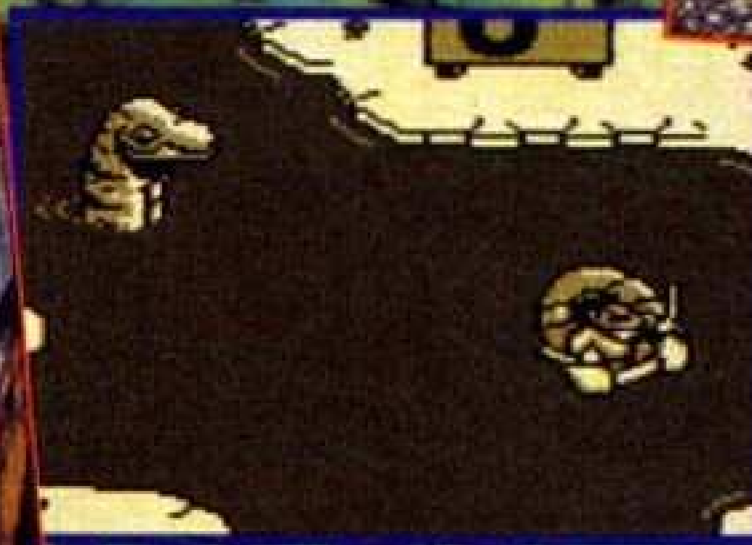


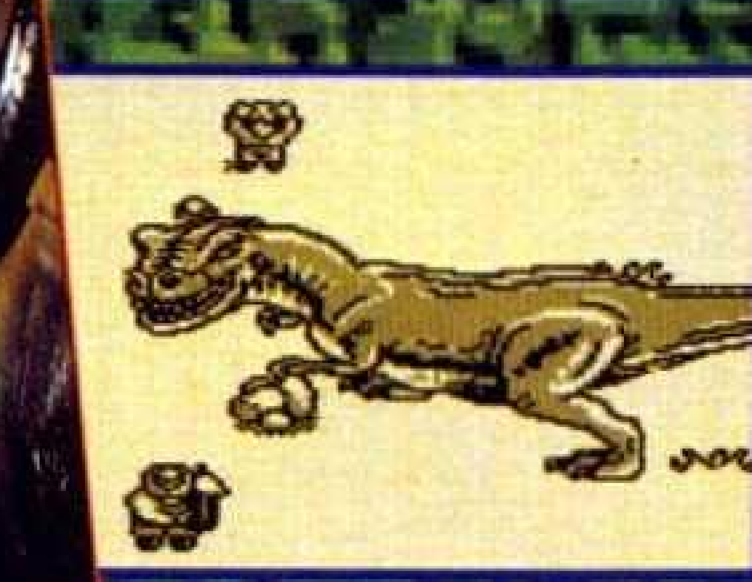


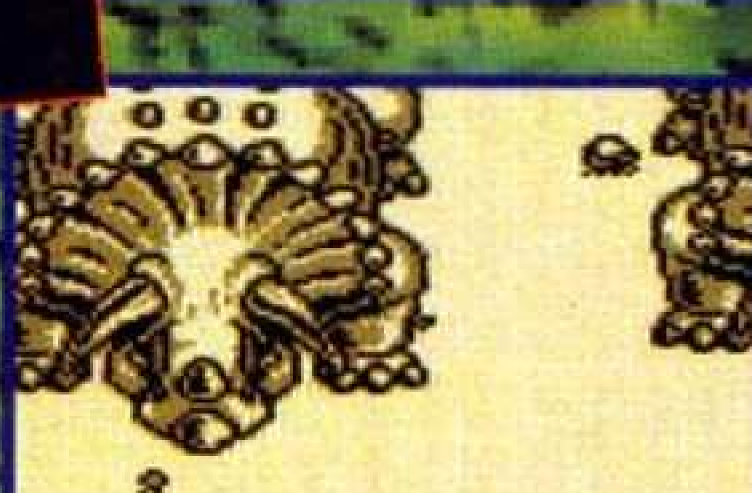
RASSIC PARK











▲ Kill the cute dinosaurs, you fools, Marlon etc. Well, it was hometime when I had to write this.

ROAR, ROAR

Of course, it's the film's dinosaurs most of us are interested about. Here's a guide to the creatures you can expect to see in both the film and in Ocean's game:

Brachiosaur: AKA the Brontosaurus these are relatively timid herbivores (the dinosaur equivalent of a vegetarian). In the game, they appear in the boat section, sinking Grant's boat if he bumps into them.

Triceratops: Duly named because of their three horns. These crested creatures are also herbivores and appear in the game during the stampede scene, whereupon Grant must lead the young boy, Tim, safely through wave after wave of the running beasts.

Dilophosaur: These play a major part in both the film and the game. One of the smaller reptiles, these crested critters attack by gobbing paralysing venom at their prey. These are one of Grant's main rivals during the exploration part of the game, and are deadly accurate with their phlegmballs.

Tyrannosaurus Rex: Approaching 30ft in height and 40ft in length, the T-Rex is the biggest predatory creature in the Earth's history. With razor-sharp teeth and a bad attitude, the T-Rex appears in its own special sub-game where Grant must rescue the little girl, Lex, from its clutches. However, in a nice twist, the programmers have made a note that the T-Rex had virtually no vision and consequently hunts by tracking movement. In the game this means that Grant and Lex can only escape by moving when it leaves the screen.

Velociraptor: The fastest-moving of the film's creatures and they are also the most common creatures in the game. Armed with razor-sharp claws, these are more of a nuisance than anything else, and need two shots from Grant's gun before they bite the dust.

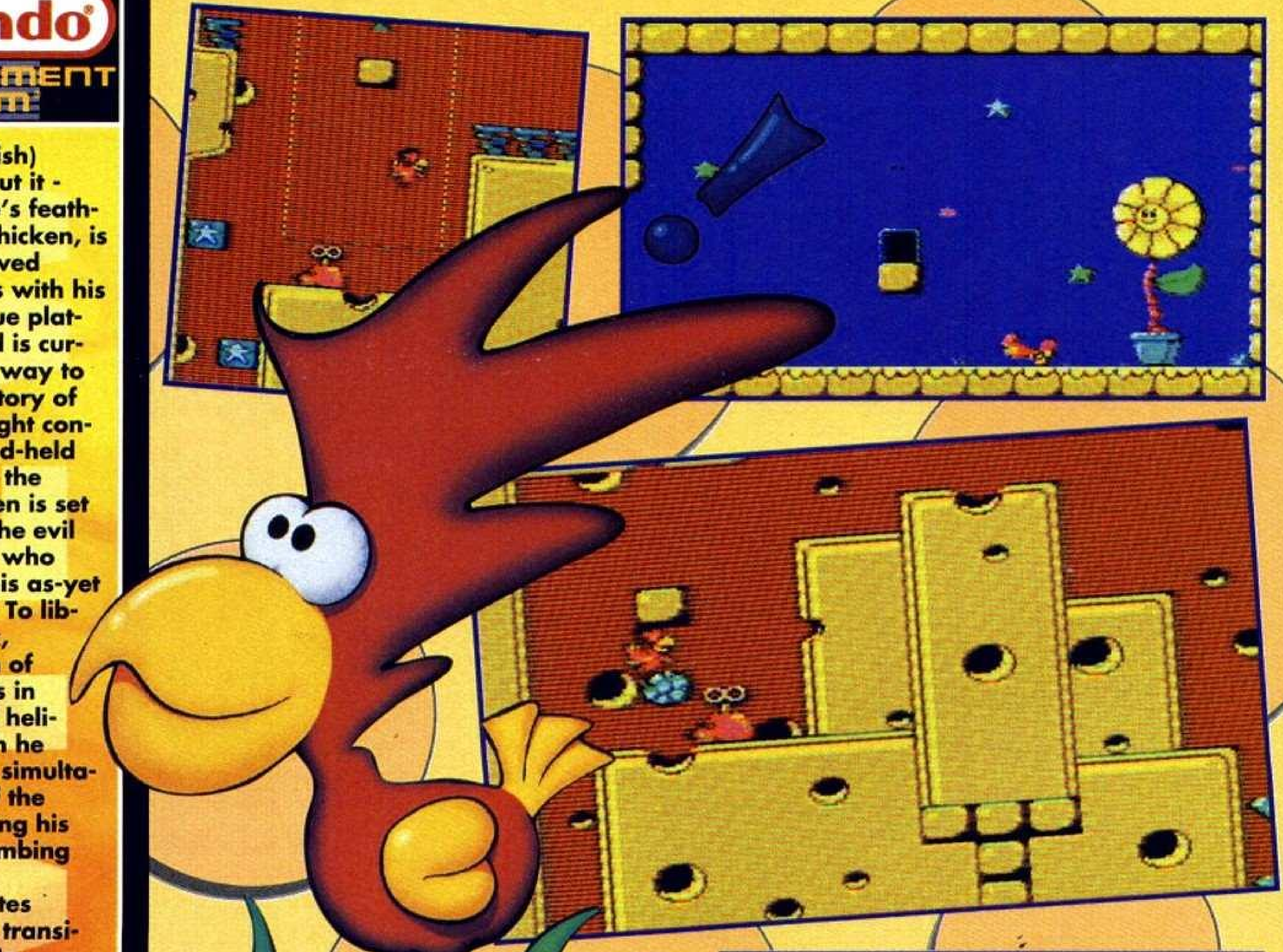
BY: MINDSCAPE PRICE: TBA MEG: 4

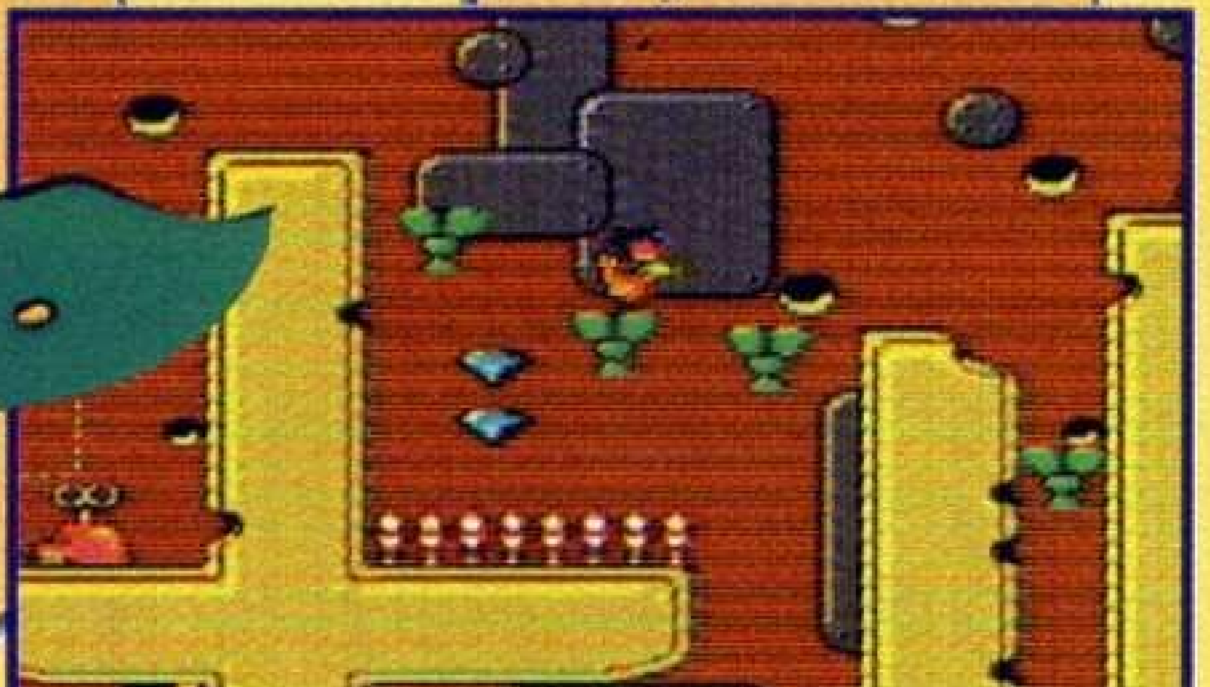
ALFRED CHICKEN

Nintendo Entertainment System

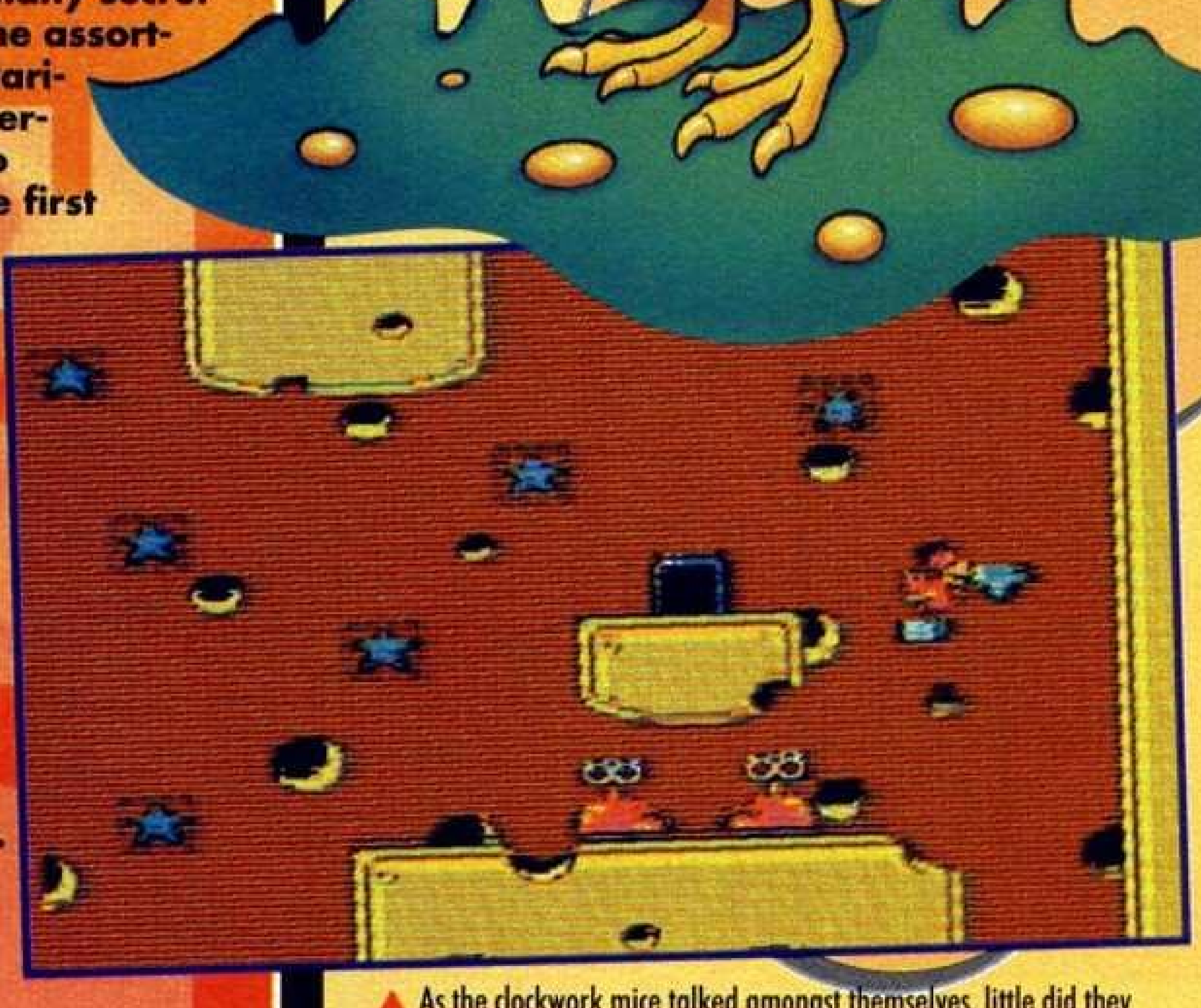
Make no (wish) bones about it - Mindscape's feathery hero, Alfred Chicken, is back! Having wowed Game Boy owners with his own style of unique platform antics, Alfred is currently making his way to the all-colour territory of the NES. In a straight conversion of the hand-held game, once again the courageous Chicken is set to do battle with the evil clockwork people who have kidnapped his as-yet unhatched family. To liberate his yolk-folk, Alfred scours each of the themed worlds in search of tethered helium balloons which he must untie, whilst simultaneously seeing off the oncoming toys using his beak and dive-bombing skills.

All the old favourites have survived the transition to the NES - Mr Peckles, the many secret rooms, and the assorted platform varieties. In the version shown to NMS, only the first level was up and running, but already Alfred runs and pecks like no other NES platform hero. Alfred Chicken should be here to save NES owners just in time for Christmas. Stay tuned for more details.

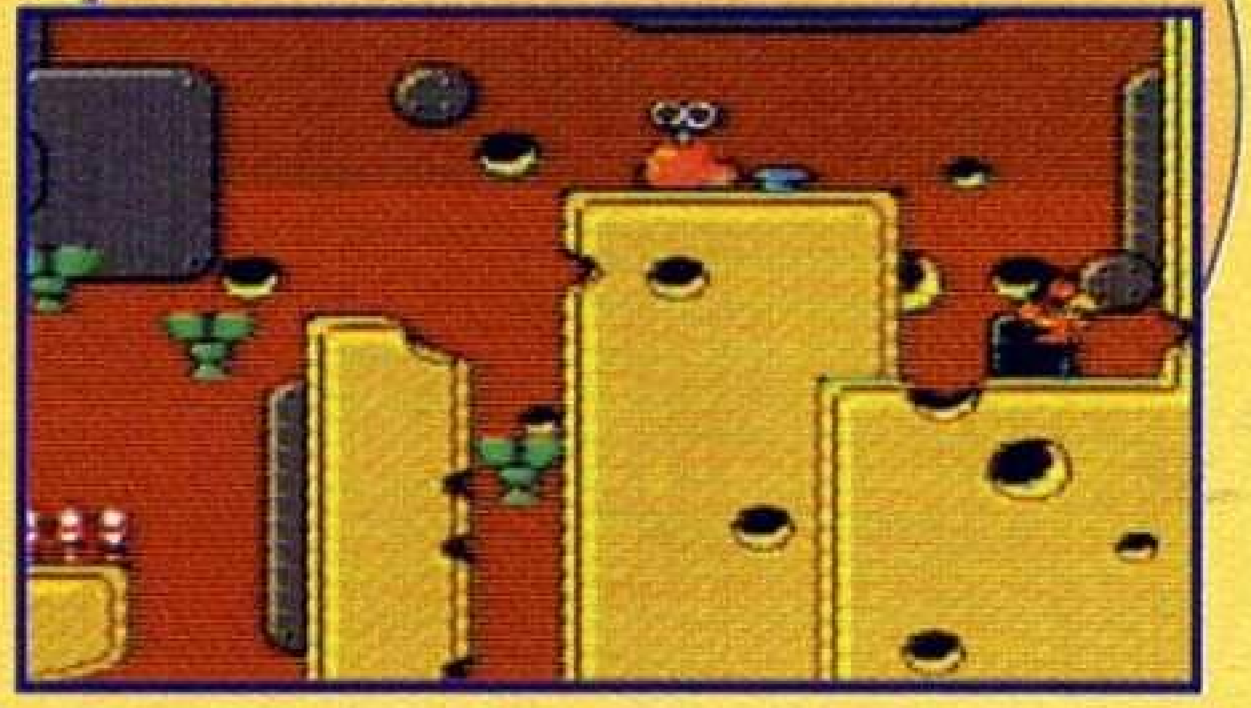




▲ Hey, don't those green things Alfred is standing on look like bullet-proof jackets. Well, I think they do. Suit yourselves...



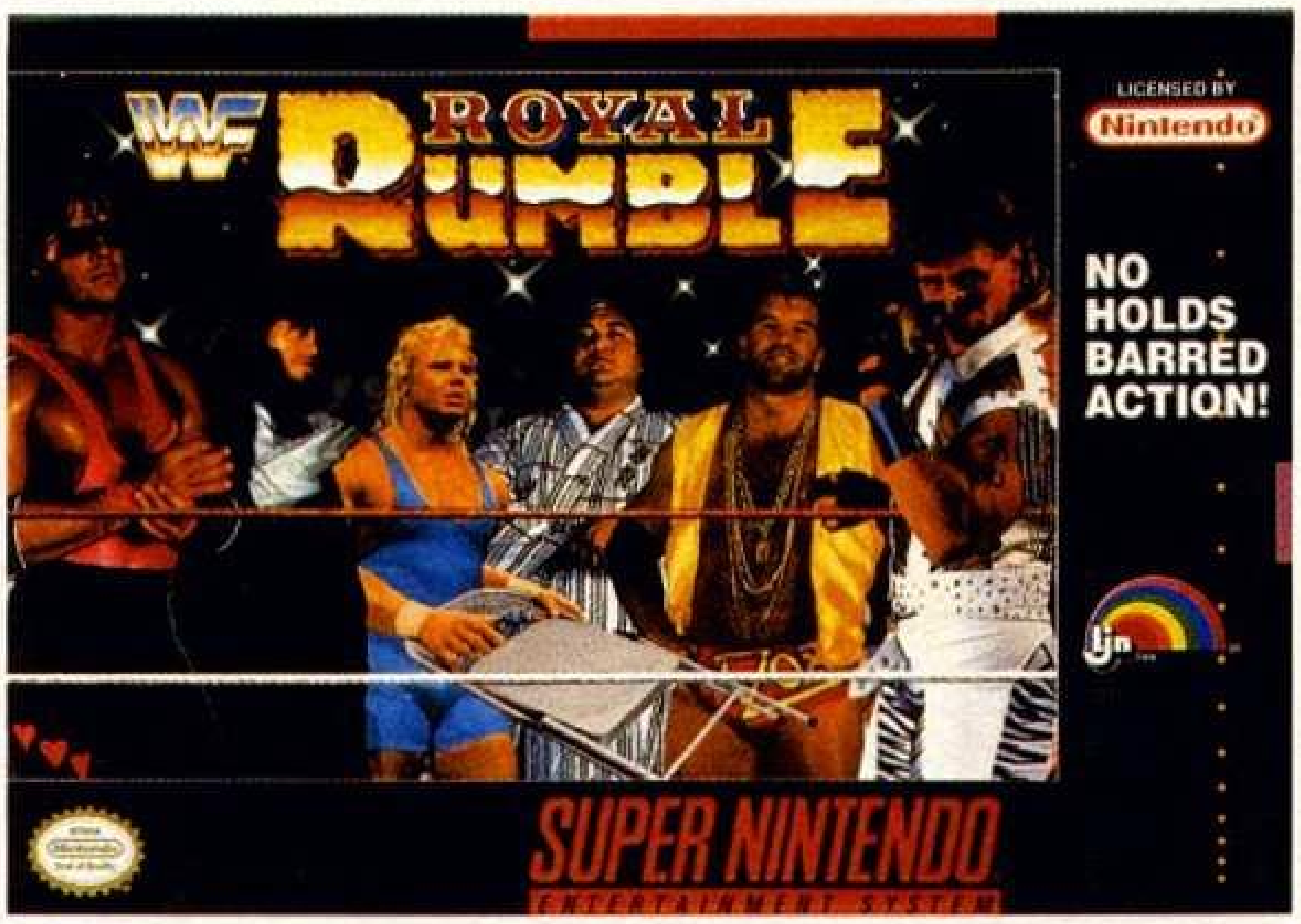
▲ As the clockwork mice talked amongst themselves, little did they know of the feathered vigilante set to drop on to them.



(Start) Nintendo (Options) Latest Releases (Password) Woolworths.

LICENSED BY
Nintendo
ALIEN 3
SUPER NINTENDO
ENTERTAINMENT SYSTEM

£49.99[†] Super NES format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Nintendo
WWF ROYAL RUMBLE
NO HOLDS BARRED ACTION!
SUPER NINTENDO
ENTERTAINMENT SYSTEM

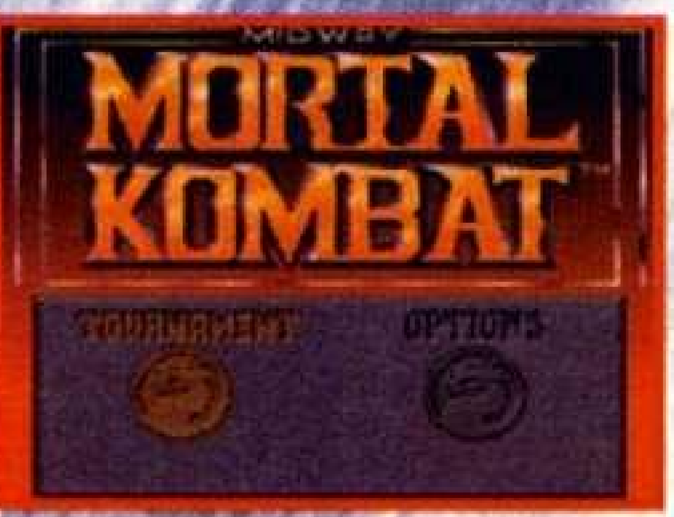
£59.99[††] Super NES format

[†] Alien 3™ & © 1993 Twentieth Century Fox Film Corporation. All rights reserved. [††] WWF®, Wrestlemania® and Royal Rumble® are registered trademarks of TitanSports Inc. All other distinctive character names, likenesses, titles and logos here in are trademarks of TitanSports Inc. © 1993 TitanSports Inc. All rights reserved.

WOOLWORTHS

IT'S RIGHT UP YOUR STREET.

All items subject to availability



CART SPEC

- **BY:** ACCLAIM
- **PRICE:** £44.95
- **RELEASE:** AUGUST/SEPT
- **GAME TYPE:** BEAT 'EM UP
- **CART SIZE:** 16 MEG

GAME INFO

- **PLAYERS:**
  1-2
- **CONTROL:**
  Joypad
- **GAME DIFFICULTY:**
  Medium/Hard
- **CONTINUES:**
  Infinite
- **RESPONSIVENESS:**
  Excellent
- **1ST DAY SCORE:**
  Complete game on normal
- **GAME ORIGIN:**
  Conversion of Midway's popular arcade machine.

CONTROLS

- **HOW TO PLAY:**
  Guide your Kombatant through the very dangerous levels of Kombat, winning the best out of three rounds against each opponent.

A	LOW PUNCH
B	LOW KICK
X	HIGH PUNCH
Y	HIGH KICK
L/R	L: BLOCK R: BLOCK
S	START: STARTS/PAUSES SELECT: NO FUNCTION

TEST YOUR MIGHT

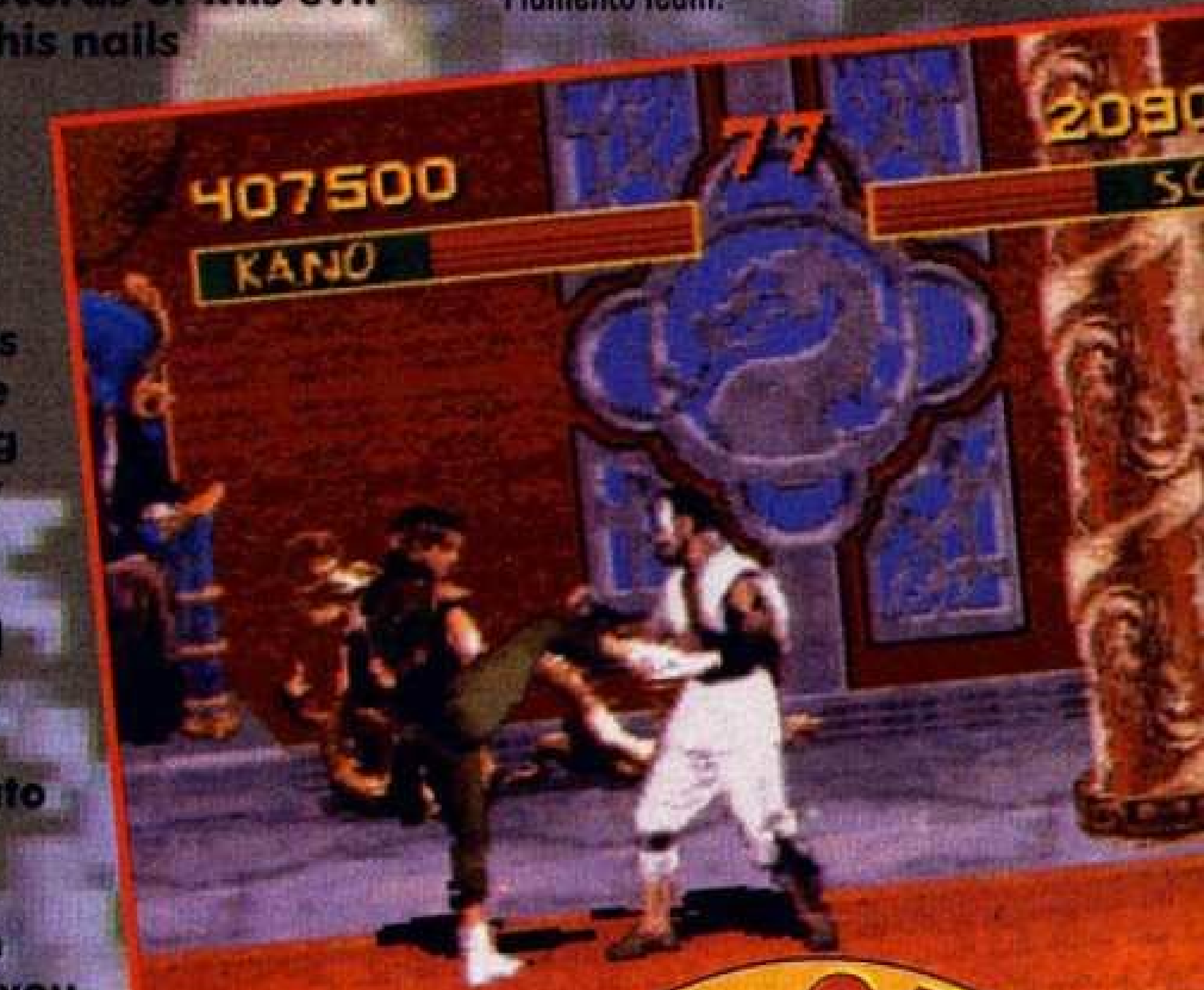
Throughout history, many names have gone hand-in-hand with blood, torture, horror and little unidentifiable bits of people lying in pools of gore. Genghis Khan, Vlad the Impaler, Attila the Hun, Steve "Return of the Evil Cannibal Dead Brain" Merrett. But even this last one - a sickened, twisted man, a voyeur of B-movie gore acts so hideously warped and corrupted with bad effects - would blanch at the activities of the one known only as... GORO.

Goro is a four-armed alien priest with a sadistic streak. There are records of this evil creature viciously scraping his nails down a blackboard. Another time, he was seen to give a Chinese burn to a friend who had been out in the sun for too long. Goro was also fond of rubbing his shoes back and forth on the carpet and then discharging the built-up static electricity on peoples' ears. On one occasion, he even grabbed someone in a headlock and rubbed their scalp furiously with his knuckles. Goro, a man who eats mashed potato without closing his mouth. Goro, he who points out a stain on your shirt and then flicks you in the nose when you look. Goro, the beast who crouches behind your legs whilst somebody else pushes you over...

Only you can avenge the many people Goro has mis-directed when they asked him the way to the library in Acclaim's conversion of the notoriously gore-filled Mortal Kombat coin-op.Fight your way past the other revenge-fuelled souls to win your chance of giving the multi-armed one a thorough pasting in the name of decency.

9500
55
590000
SCORPION
SONYA

▲ Come Dancing: Scorpion and Sonya in the Flamenco team.

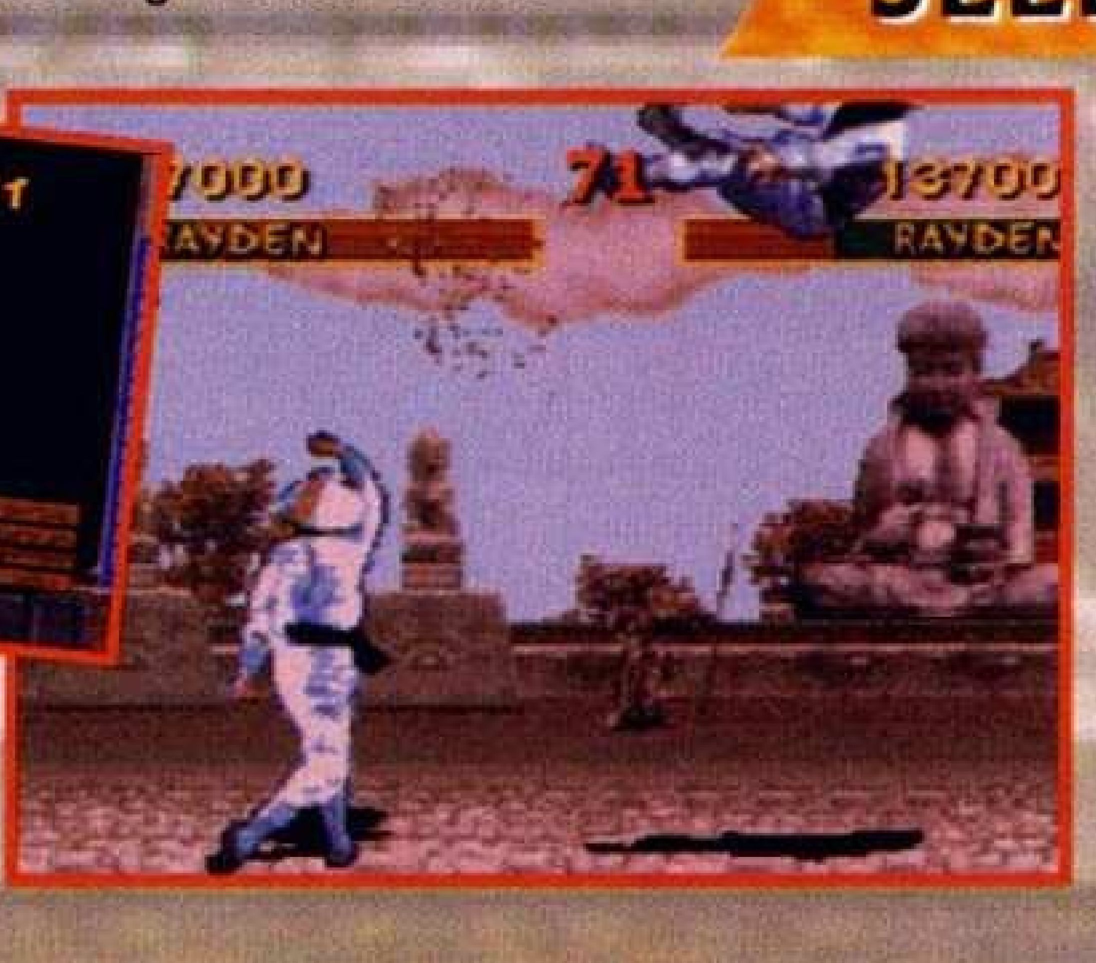


BLOCKBUSTERS!

After every couple of rounds, an opportunity presents itself for the player to reap in a few bonus points in the guise of a block-smashing sub-game. The player has ten seconds to furiously bash their joypad to raise a power meter, before pressing another button to send their karate-honed hand smashing into the rack of wooden planks. The more blocks smashed, the more points you gain, and if you manage to destroy them all there's a whacking great big "Perfect" bonus.

90
610000
RAYDEN
CAGE

SEEING DOUBLE

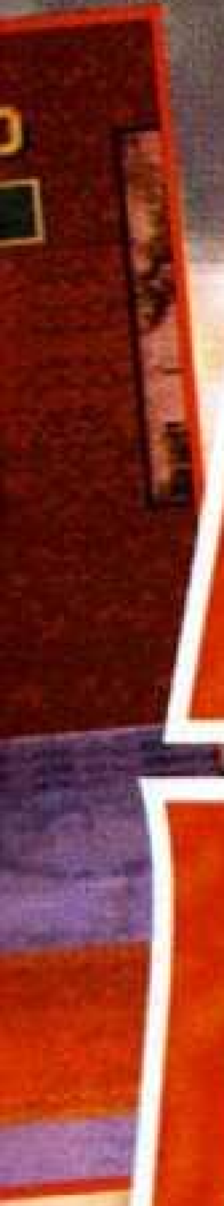


Like Mortal Kombat? Want to have two players as the same character? Can't wait for Mortal Kombat Champion of Black Belt Super Nitro Version? Well, don't bother, because, if you hadn't already noticed, it's possible to pit one character against themselves, albeit in a slightly different-coloured costume. You cannot, however, control the two bosses, Goro and Shang Tsung, but rumour is that there is a cheat that can make this happen!

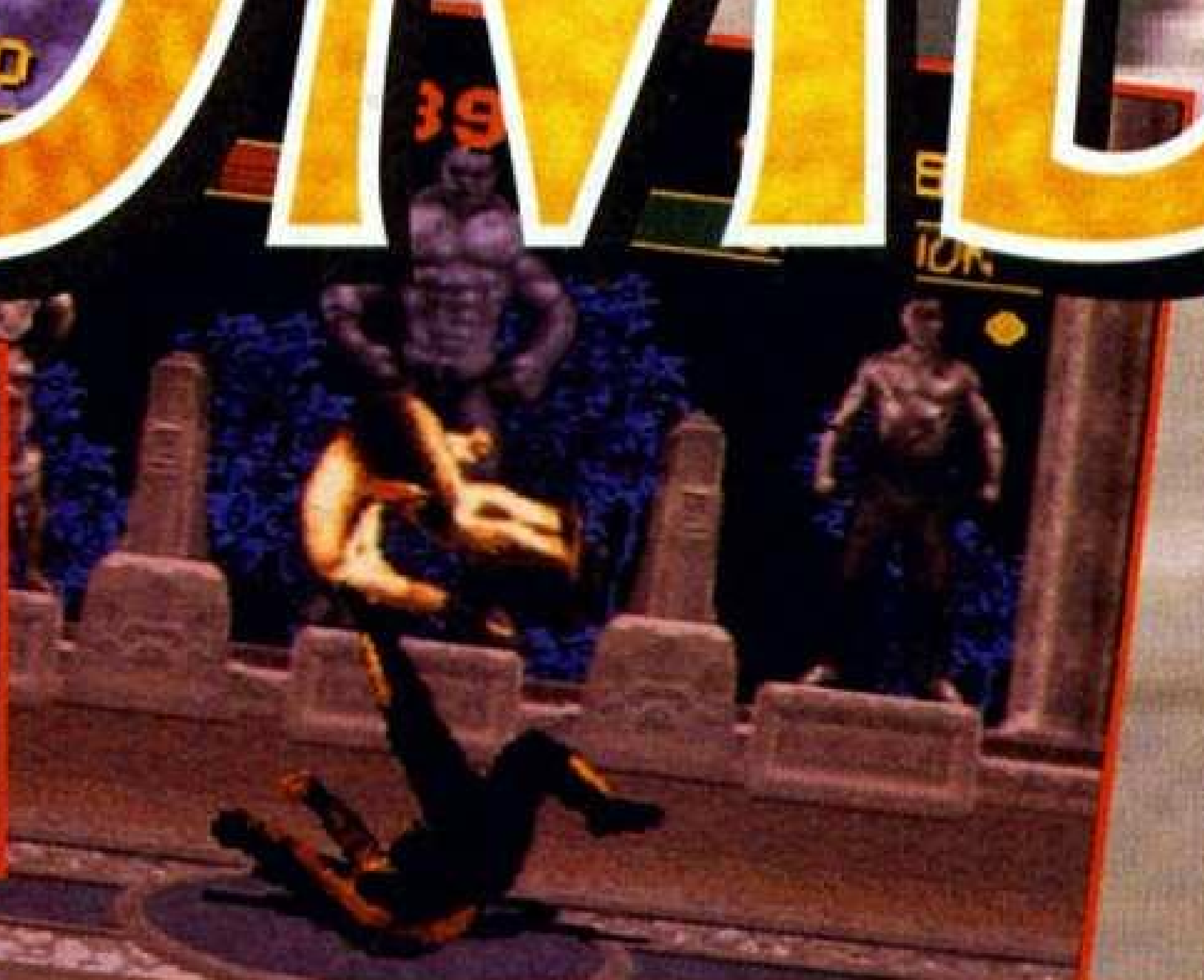
18500
81
1999100
SCORPION
KANO

4000
88
1000
RAYDEN
RAYDEN

2000
89
128500
CAGE
KANO



MORTAL KOMBAT



282500
84
870000
SCORPION
SUB-ZERO

▲ 'Are you sure this is the best cure for piles you know of?,' asked Scorpion as he landed on Sub-Zero's fist. Skrelch!

COME AND HAVE A GO IF YOU THINK YOU'RE HARD ENOUGH!

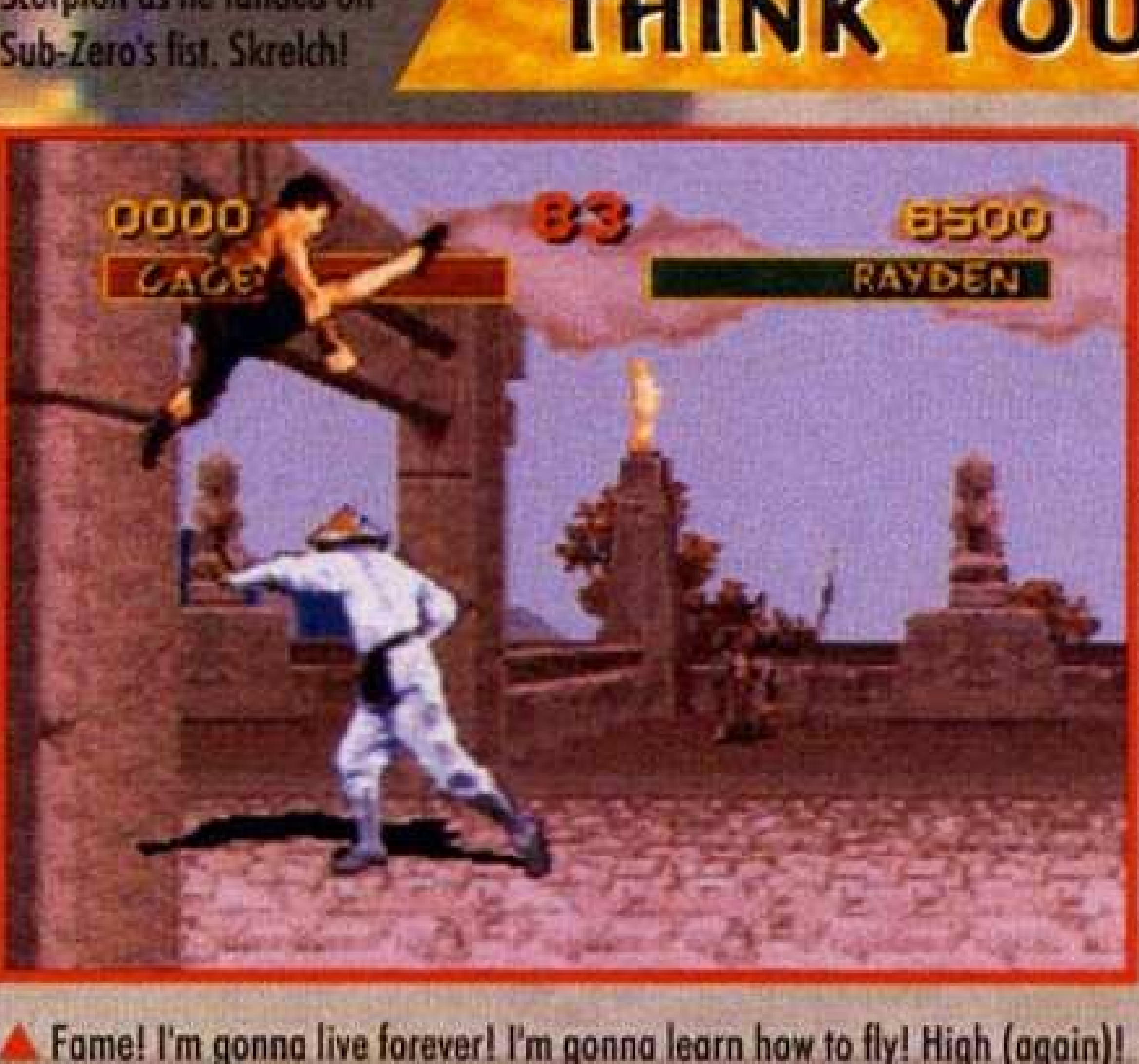
Mortal Kombat features a range of fighters whose diversity of moves make them even weirder than those of the many beat 'em ups that have gone before. Here's a guide to who's who and what they do...

LIU KANG

Member of the super-secret White Lotus Society - a band of dead-rock-top-elite-dead-hard Shaolin monks, all of whom are master martial artistes. He has entered the tournament to defeat the evil Shang Tsung.

SUPER KICK: This is a super-speed straight line flying kick which knocks the opponent right across the screen.

FIREBALL: A lovely projectile attack which fires a bolt of plasma at the foe.


0000
83
8500
CAGE
RAYDEN

▲ Fame! I'm gonna live forever! I'm gonna learn how to fly! High (again)!

18500
81
1999100
SCORPION
KANO

▲ As Scorpio entered the arena, little did he know that his opponent was well trained in the martial art of elastic band-panging. Alas, he left the fight with red ears and a stinging eye, vowing never to retun.

KANO

A vicious cyborg criminal and follower of the Black Dragon gang. He has entered the competition with the sole intention of looting Shang's palace. What a pleasant chappie.

FLYING SPIN ATTACK: Kano rolls through the air at high velocity to cause lots of damage.

ENERGY BOLT: Kano charges up one of his knives with psychic energy and hurls it at his enemy.

RAYDEN

Rayden is a thunder god who has taken human form to compete in the tournament after receiving-

MMENT

RAD

I must admit, I was never a big fan of the Mortal Kombat coin-op, the graphics were very impressive and everything, but I generally felt the gameplay was too cumbersome. However, Acclaim have done a fantastic job of the conversion, and I've been won over in no uncertain terms. The graphics look almost exactly the same as their coin-op counterparts, as you can see from the screenshots, and they lose nothing when they're moving. The action is very fast indeed - much faster than Streetfighter 2 - and once you get used to the controls the special moves are a cinch to pop off. What's more, the lasting appeal is pretty kooky too, with five - count 'em - difficulty settings and about ten hundred billion fights to win before you reach the bosses, not forgetting the secret hidden fighter. However, there are a couple of problems with Mortal. There isn't really much scope for combos unless it's a combination of a punch with loads of other punches over and over again. There's also a couple of really cheaty ways to slaughter everyone. Repeated use of Scorpion's Van Damme Spear slowly kills the enemy without them even getting a chance to move. Still, if you just want some exhilarating, mindless violence, you can't really go wrong with Mortal Kombat. A worthy supplement to Streetfighter 2.

a personal invitation from Shang Tsung. Rayden loves working with children and would like to travel.

SUPER DIVE: Rayden flies across the screen, ramming into his opponent and hurting them.

TELEPORT: Rayden disappears and - hey! - reappears elsewhere on the screen, allowing him to surprise his opponent.

THUNDER STRIKE: Rayden fires a bolt of lightning at his poor target.

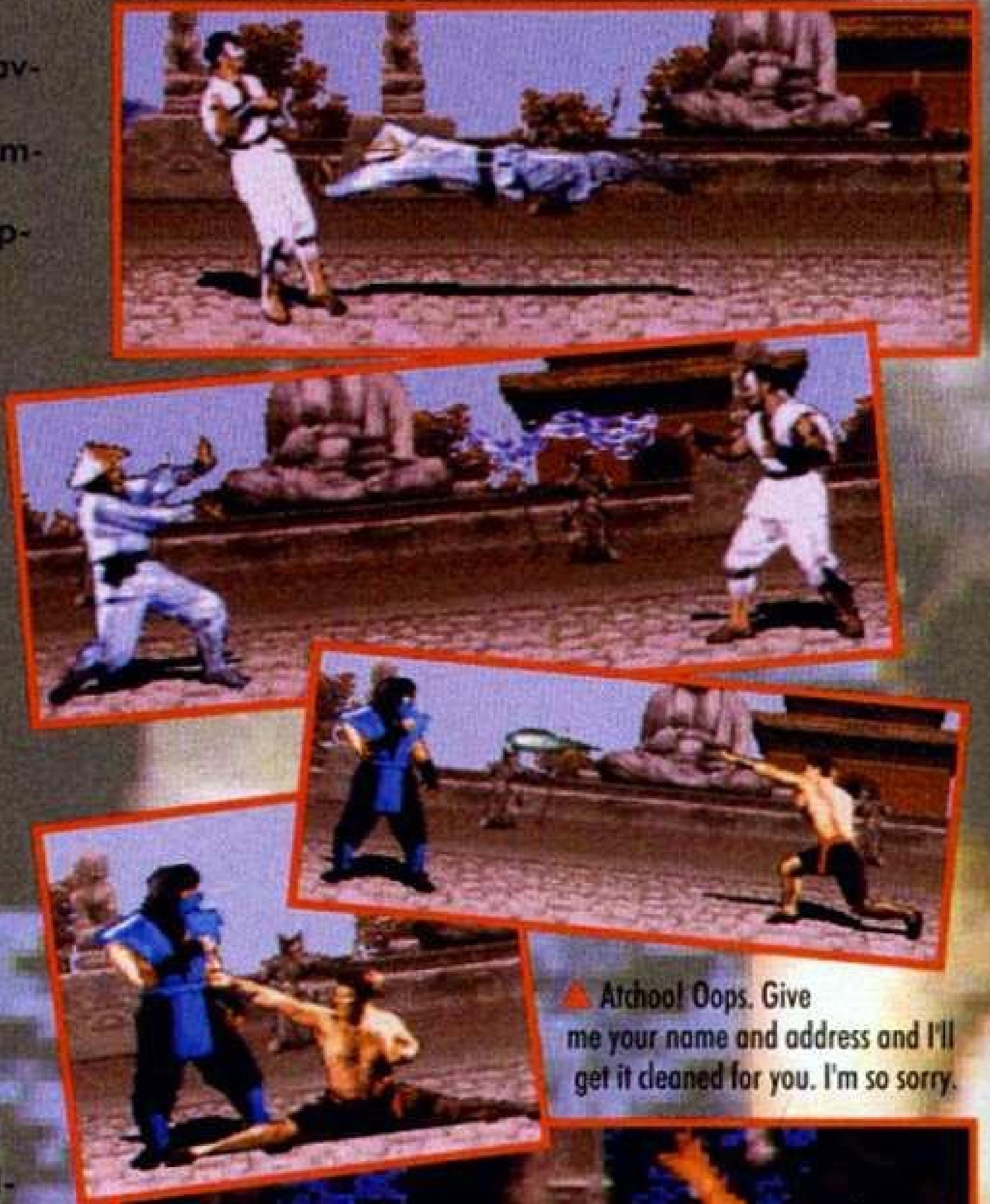
JOHNNY CAGE

Johnny is a film star in the mould of Chuck Norris et al, using his martial arts skills as a passport to wealth and fame. Having achieved this, he must be a bit stupid to be risking his life in this tournament.

SHADOW KICK: Johnno's trademark move, a fast-moving high kick which leaves a trail of after-images behind him.

GREEN FLAME: By igniting one of his bogeys, Cage is able to fire a green flame projectile!

PACKAGE CHECK: Cage drops down into the splits and punches upwards at his foe's, erm, package.

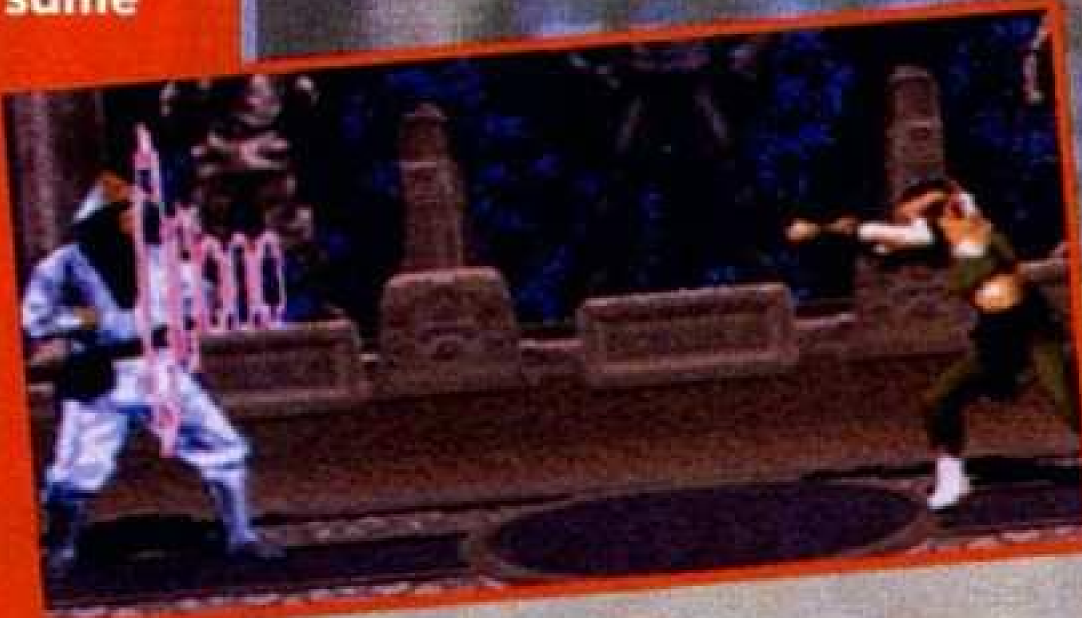


▲ Atchoo! Oops. Give me your name and address and I'll get it cleaned for you. I'm so sorry.

▲ Antonia De Sancha?

SONYA BLADE

A member of the US Special Forces who was kidnapped by Shang's army whilst attempting to apprehend Kano. Sonya now has to fight for the lives of her comrades, as well as her own.



SQUARE WAVE FLIGHT: Nice name, but this is basically just a Valkyrie-style flying elbow charge.

RING TOSS: Hoo hoo, fwark, etc. Sonya uses her nimble fingers in the way they were intended - firing hoops of energy at her opponent.

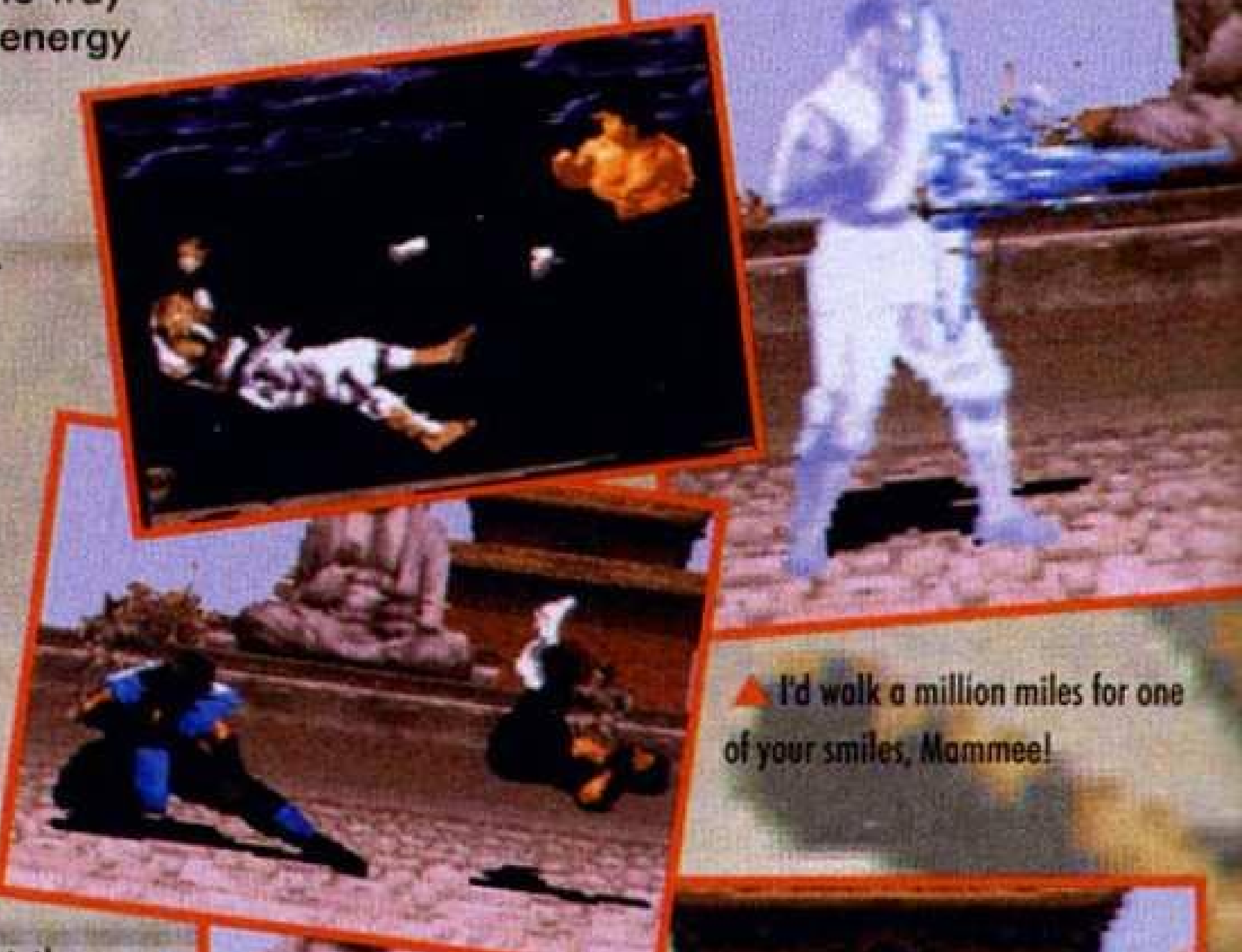
LEG GRAB: Sonya executes a hand-stand, grabbing her enemy around the neck in her legs and then flipping them over, head-first, onto the floor. This move can even pluck her rival from the air!

SUB ZERO

A Lin Kuei Chinese Ninja-type assassin, with a genuine imitation chocolate flavour. Has command over all the elements, as long as it's cold. Not known to be much fun at Bar-B-Qs.

FLOOR SLIDE: Subby scoots along the ground with his deadly Ninja boot ready to maim and kill.

ICE BLAST: Freezes opponents solid, incapacitating them for several seconds. If Sub Zero fires a blast at a frozen opponent the blast is reflected and Mr Zero himself is statueified. Yo, chill, homies.



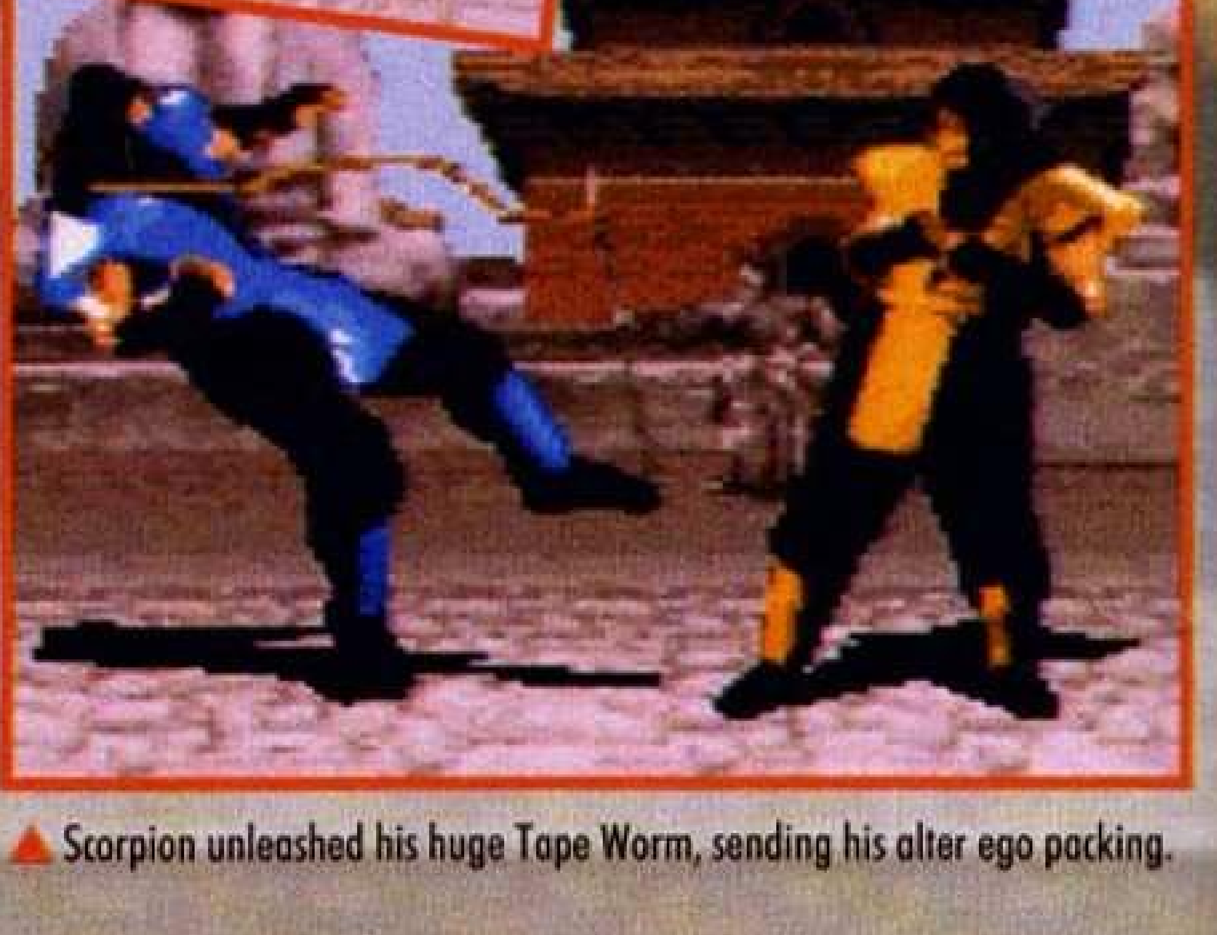
▲ I'd walk a million miles for one of your smiles, Mammee!

SCORPION

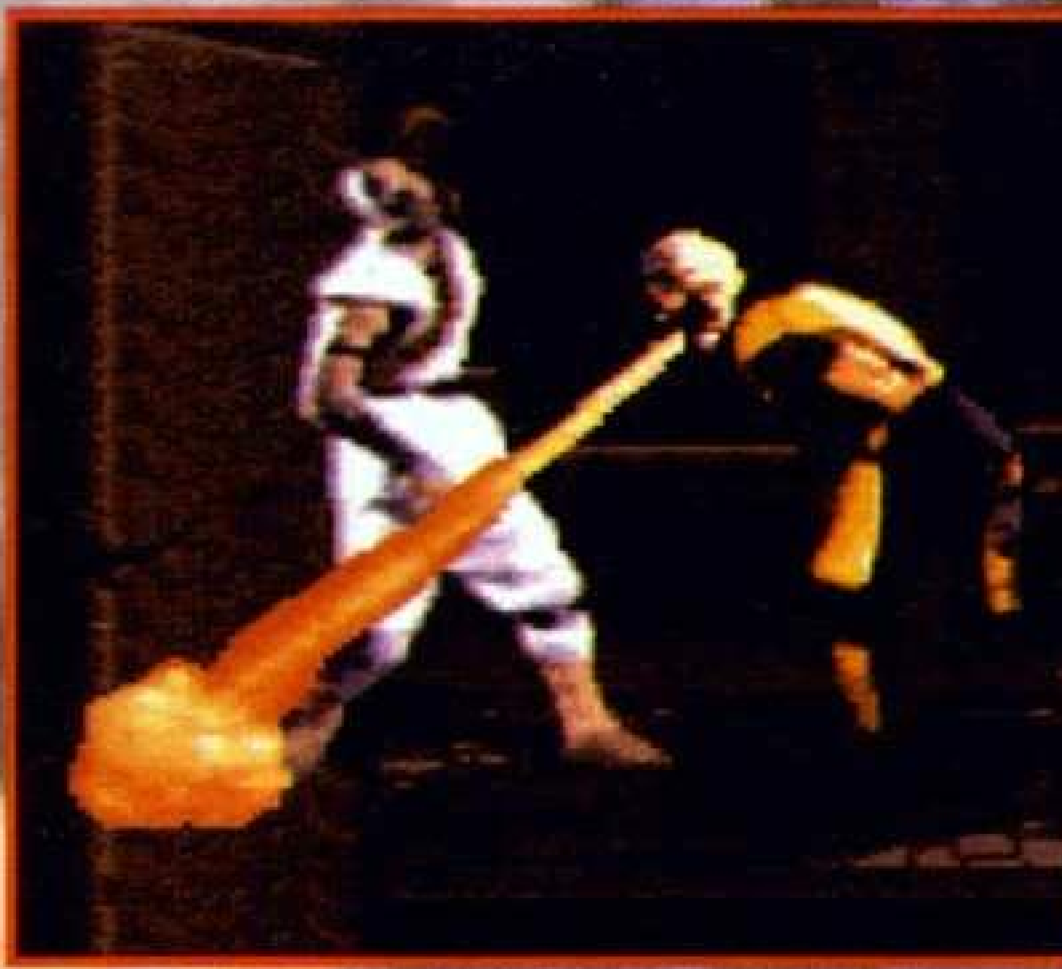
A reincarnated Lin Kuei spectre out to avenge his murder at the hands of Sub Zero. Scorpion's ambition is to open a sanctuary for wounded doggies.

VAN DAMME SPEAR: Scorpy launches a harpoon across the screen which spears the other character. Scorpion then drags them towards him, while they are temporarily stunned.

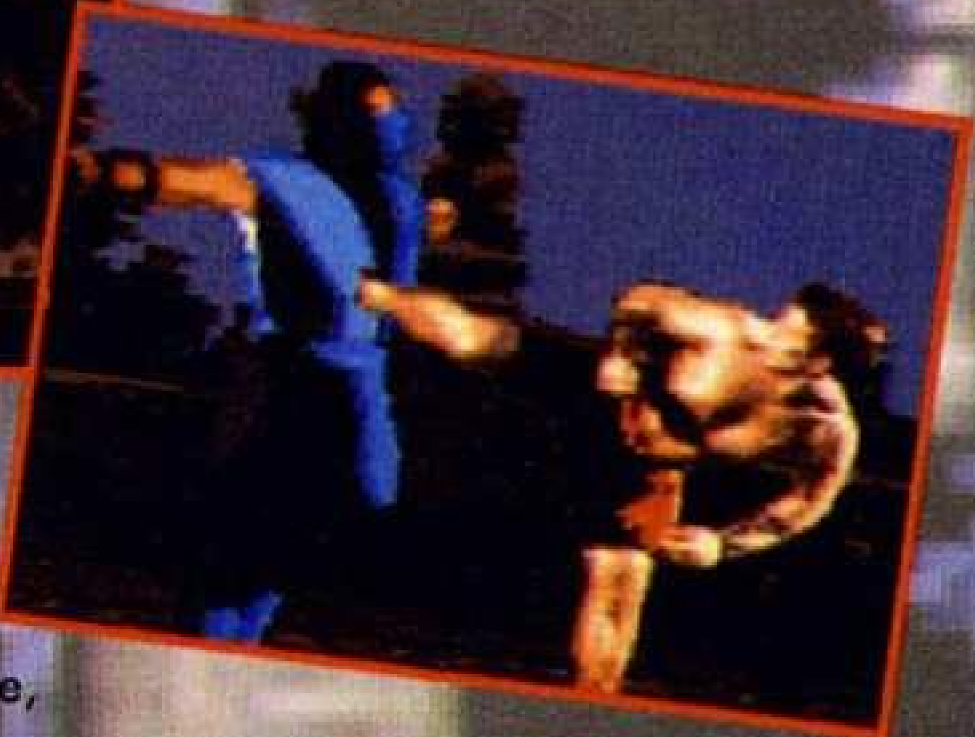
TELEPORT: Using his powers of the Netherworld, Scorpion transports his wraith-like Ninja form across the screen instantaneously.



▲ Scorpion unleashed his huge Tape Worm, sending his alter ego packing.

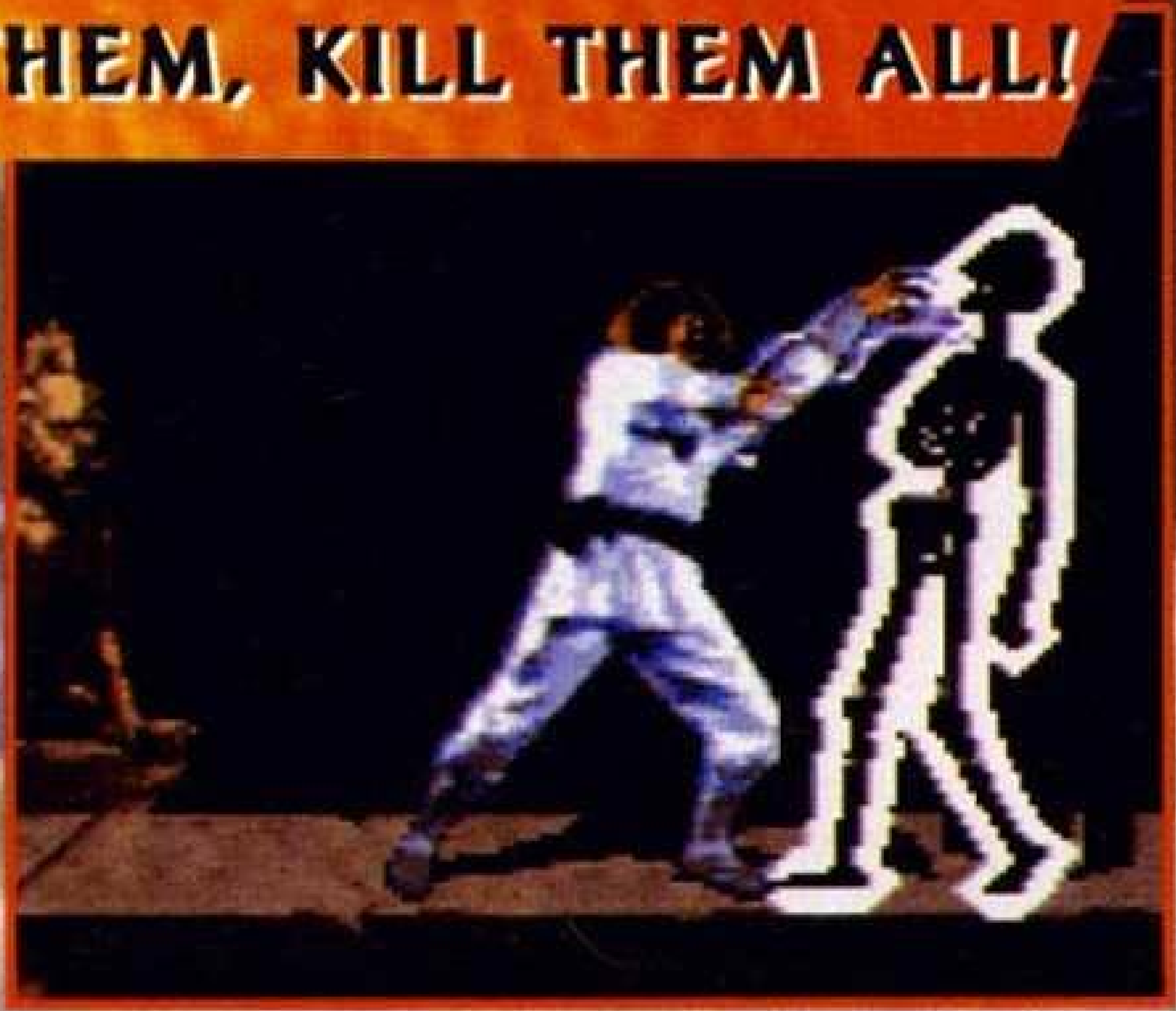


SCORPION WINS



Should you inflict sufficient damage on your hapless victim, the message "Finish Him" (or Her if you're playing against Sonya) appears. This is the cue for you to execute your (generally pretty tricky) finishing technique, or Death Move as it's subtly titled. Death is indeed the order of the day, with some of the most grotesque sequences going, bringing an end to the combatants' short lives. These moves have been toned down to remove the coin-op's gore, but include Rayden's electrocution method and Scorpion's fiery breath - he's obviously never heard of Gold Spot!

LET THE FIGHT BEGIN! KILL THEM, KILL THEM ALL!



▲ Rayden meets up with Scooby Doo's latest fallen foe...

TEE, HEE, COUNT TO ONE HUNDRED

Hiding somewhere in the game lurks the evil Reptile. He isn't really a reptile, but another Lin Kuei chap like Scorpion and Sub Zero - but this time with a green costume (this wasn't just a cost-cutting exercise by arcade manufacturers Midway to get three characters played by one actor, honest). He takes the player on whenever his location is discovered, but should you lose to him, you don't lose credits. Actually, he's not very good at hiding, because he just hangs around the spiky pit below the arena.

COMMENT

STEVE

Beat 'em up fans have never had it so good, and Acclaim's conversion of Mortal Kombat is another corker to add to the list. Although I could take or leave the coin-op, there's something strangely playable about this conversion, and in terms of graphics and presentation the developers at Probe have done an excellent job. The fight scenes are fast and furious and, although the characters aren't as well balanced in terms fo strengths as those in SF2, it's still immediately playable. I must admit, though, that I am more than a little miffed that the "Death Moves" have been censored as these were an integral part of the the coin-op's success. If they did offend anybody, why didn't Acclaim simply opt for an option to tone them down within the menu screen? This gripe aside, Mortal Kombat is an excellent beat 'em up and fans of the coin-op and novices alone are going to love it.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	□	□	□
ACTION	■	■	■	■
CHALLENGE	■	■	■	□
REFLEXES	■	■	■	□
ORIGINALITY	■	□	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	■	□
YEAR	■	■	□	□

PRESENTATION 94

▲ Loads of digitised sequences, demos, intros and the rest. Heaps of options and great in-game presentation.

GRAPHICS 95

▲ Sprites are pretty much faultless renditions of the impressive arcade originals. The animation is very smooth, too.

▼ Some backgrounds are a bit limited to say the least.

SOUND 79

▲ All the arcade tunes and effects are reproduced...

▼ But they were a bit crap in the first place.

PLAYABILITY 92

▲ Very fast, loads of moves and a pretty instinctive control method.

▼ Not quite tactical enough for some.

LASTABILITY 94

▲ Very dead huge and very dead hard. There's a herd of skill levels and a horde of enemies. Plus there's a two-player mode. And a secret hidden fighter.

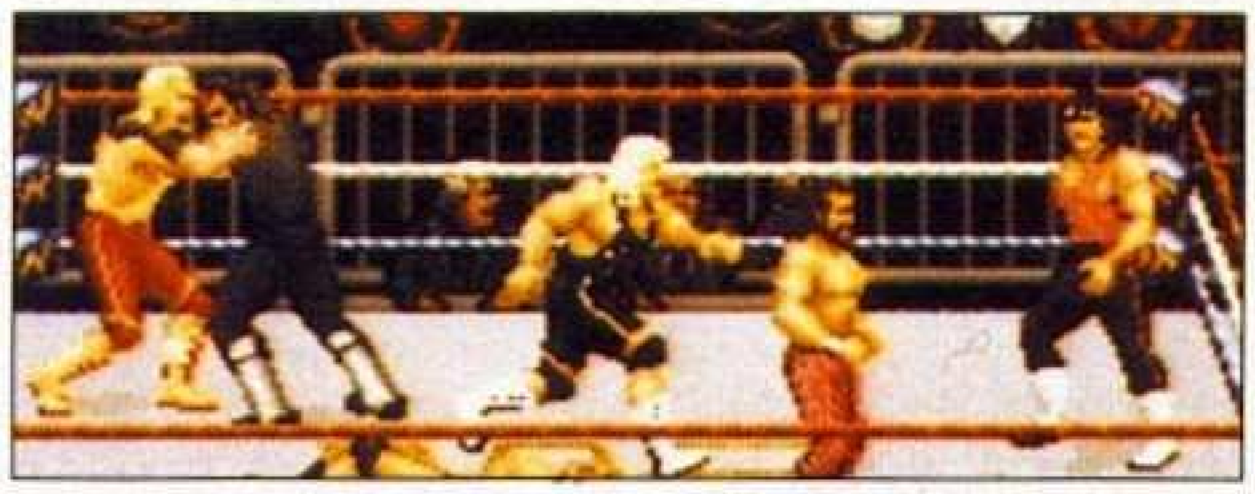
OVERALL 92

A splendid beat 'em up that is almost ,but not quite, Ribena, as Rad has an annoying habit of saying.

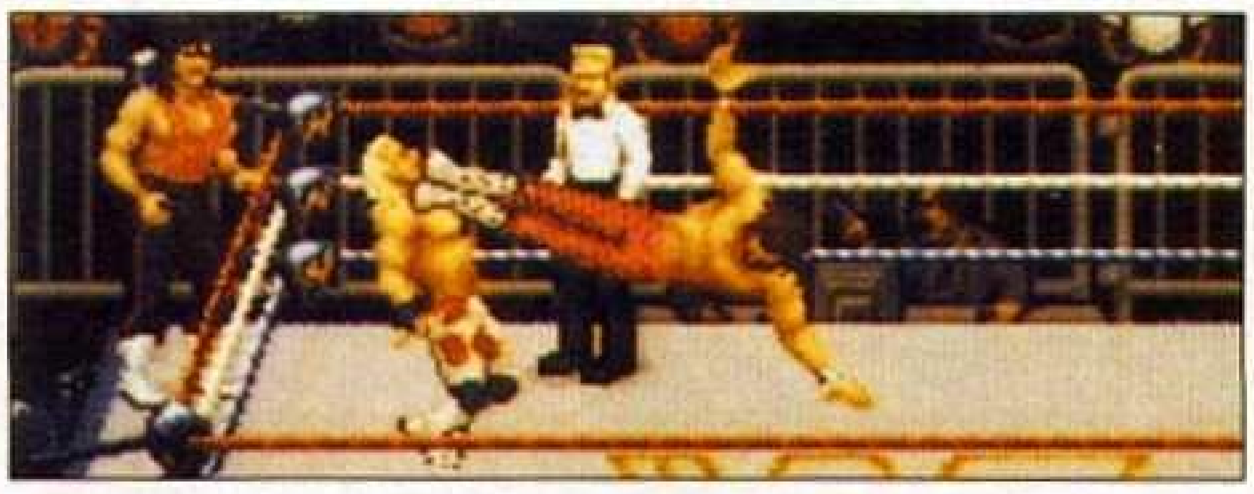
LET'S RUM

WWF* ROYAL RUMBLE

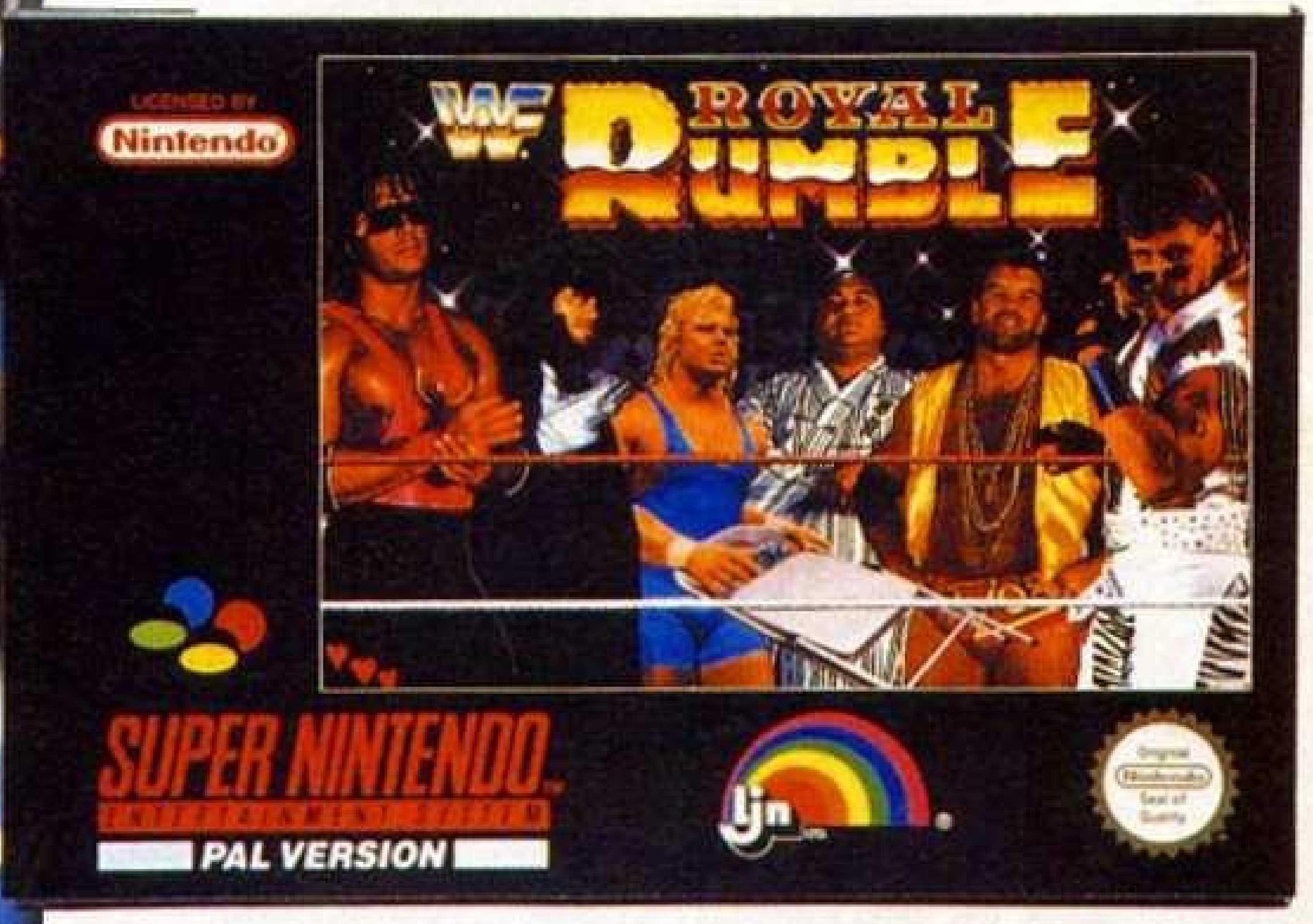
In the ring. Out of the ring. **Out of control!** Take on 12 of the best Superstars of the WORLD WRESTLING FEDERATION as you **Atomic Drop, Headbutt, Piledrive** and **Dropkick** your way through the most gruelling test of wrestling skills ever devised.



- ROYAL RUMBLE: 6-IN-THE-RING SIMULTANEOUS MAYHEM!
- "NO-HOLDS-BARRED BRAWL" WITH NO REF...AND NO RULES!!
- "DIRTY TRICK" CHOKE-HOLDS, EYE-GOUGES AND BACK-BREAKING CHAIR-SLAMS!!
- MORE SUPERSTARS THAN EVER BEFORE – EACH WITH HIS OWN TRADEMARK MOVE!!
- TOURNAMENT MANIA: WIN THE CHAMPIONSHIP BELT!



YOU MAY BE READY TO WRESTLE...
BUT ARE YOU READY TO RUMBLE?!!!


LICENSED BY
Nintendo
WWF ROYAL RUMBLE
SUPER NINTENDO
ENTERTAINMENT SYSTEM
PAL VERSION
Original Nintendo Seal of Quality

OFFICIAL
WWF
WORLD WRESTLING FEDERATION
LICENSED PRODUCT

Acclaim
entertainment, inc.

ARENA ENTERTAINMENT
FLYING EDGE

*Trademark of Titan Sports, Inc.
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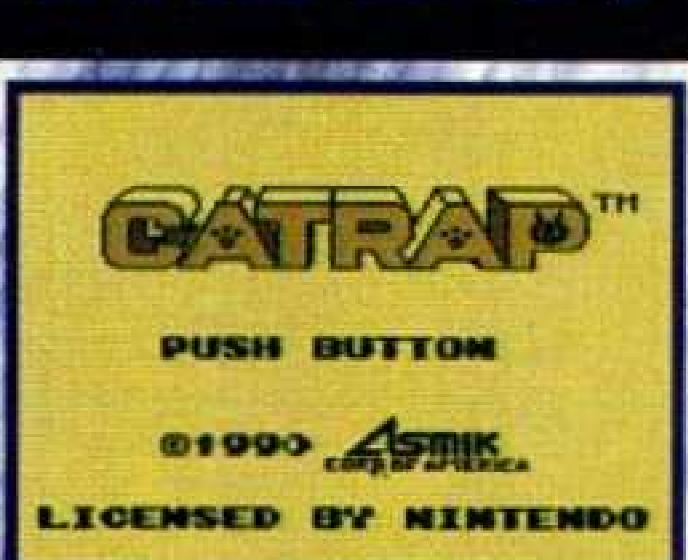
REVIEW

GAME BOY


CATRAP™

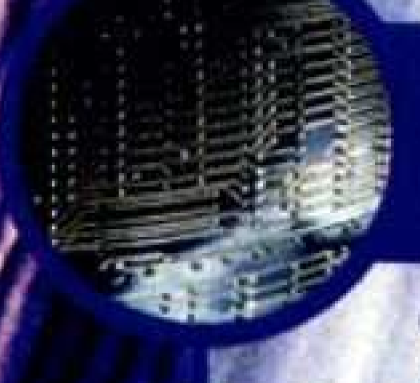
PUSH BUTTON

©1990 ASMIK CORP. OF AMERICA

LICENSED BY NINTENDO

CART SPEC

- **BY:** STORM
- **PRICE:** £24.99
- **RELEASE:** AUGUST
- **GAME TYPE:** PUZZLE
- **CART SIZE:** 1 MEG



GAME INFO

- **PLAYERS:**
1
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
Medium
- **CONTINUES:**
Password
- **RESPONSIVENESS:**
Functional
- **1ST DAY SCORE:**
Complete level 33 in under two minutes.
- **ORIGIN**
Power Paws was originally available on import under the name Catrap. Nothing has changed, and the game follows the cutesy precedent set by past puzzlers.

Nintendo GAME BOY

CONTROLS

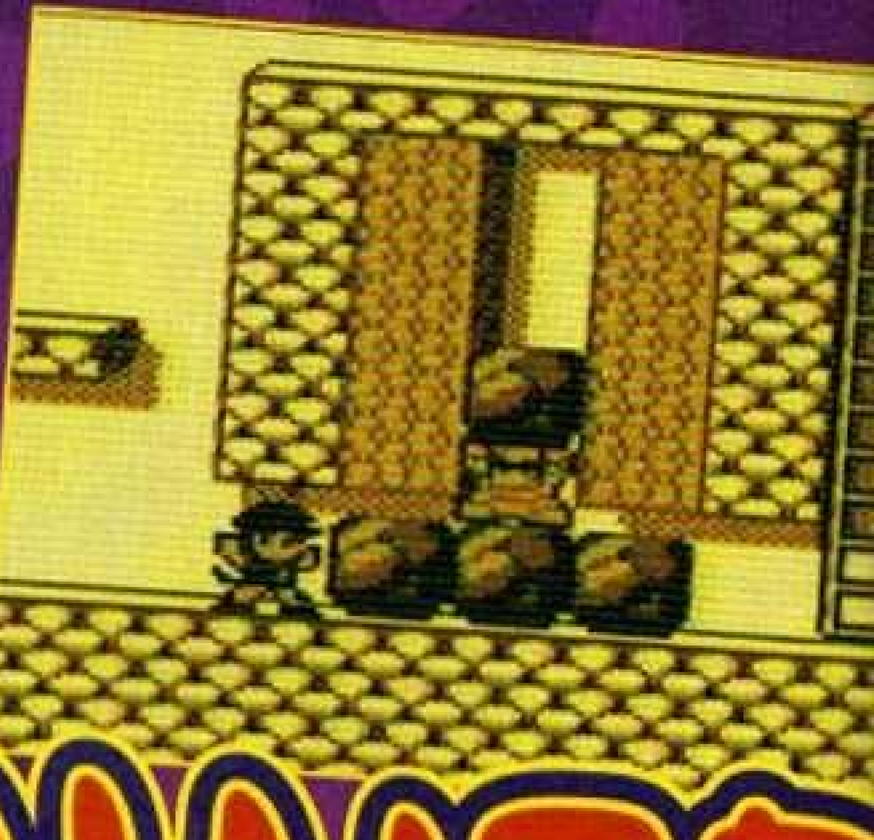
- **HOW TO PLAY:**
Solve a hundred platform-filled screens by controlling the male or female characters available.

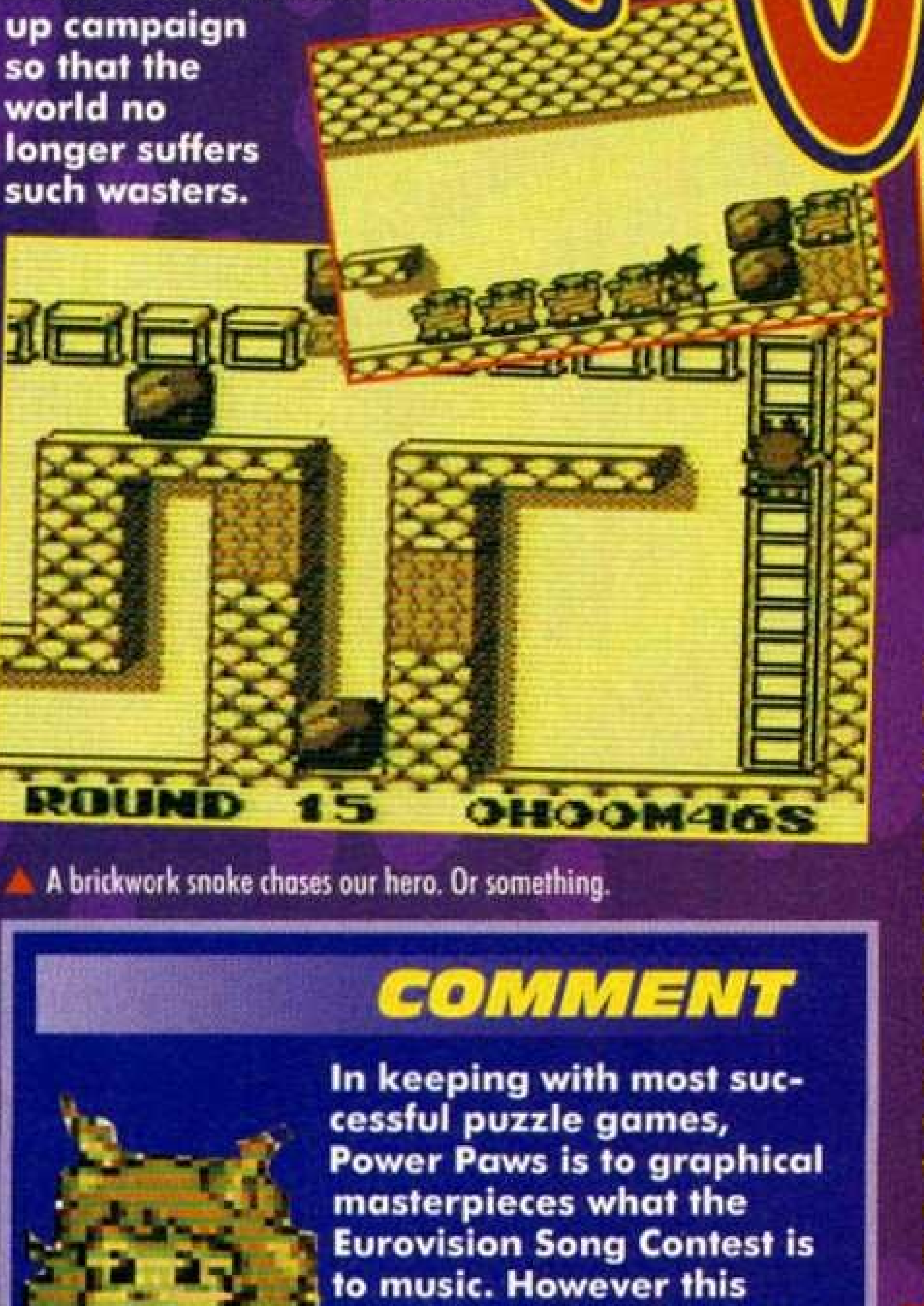
A	Rewinds the action.
B	Fast forward the action.
S	Not used.
S	Pauses the game, revealing a mini-option screen.

POWER

Legend has it that the Minotaur came about from a, um, *chance meeting* between an insatiable Queen and a bull. So exactly where the heroes of Power Paws came from makes the mind fair boggle! Now we're not about to make any lurid suggestions about the parentage of two half-cat, half-human creatures. No. Instead let us concern ourselves with their almighty, mysterious block-pushing powers that have no equal in this world or the next.

The Power Paws are two tiny, cat-like animals that devote their time to ridding the world of lethargic beings. Those characters who, at a push, simply just fall over and never stand up again. The only things that prevent the Power Paws from completing their task are obstructions such as huge rocks and masses of crumbling earth. It is the player's duty to assist the Power Paws in their clean-up campaign so that the world no longer suffers such wasters.



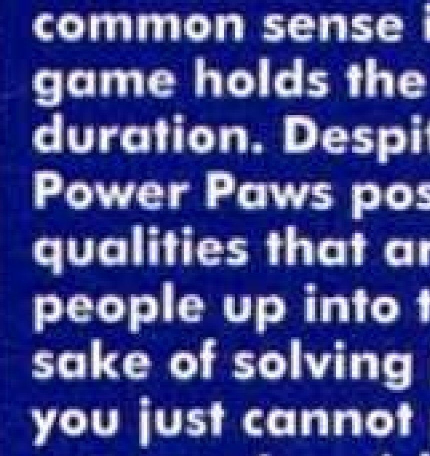


A brickwork snake chases our hero. Or something.

PAPER-CLIPS, PENCILS, PAPER

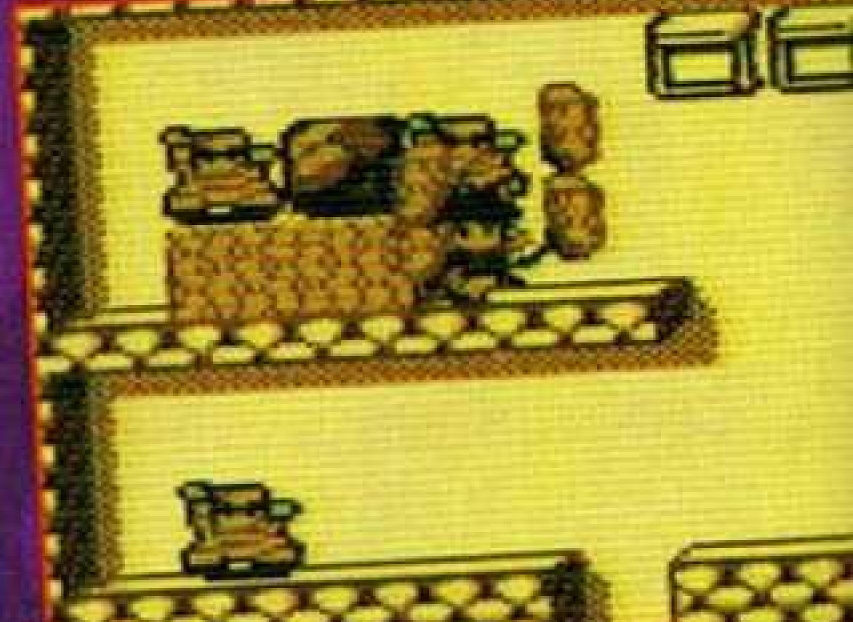
The Power Paws partners' objective of clearing areas littered with stationary loiterers is hindered by two block types. The first group are heavy, rock-like objects that are pushed around - arranged in order to make access to the idle layabouts possible. The second lot form walls that crumble when clawed at by the Power Paws. So it follows that each level resorts to a few seconds of strategic thought and then a few seconds more putting whatever theories into practice.

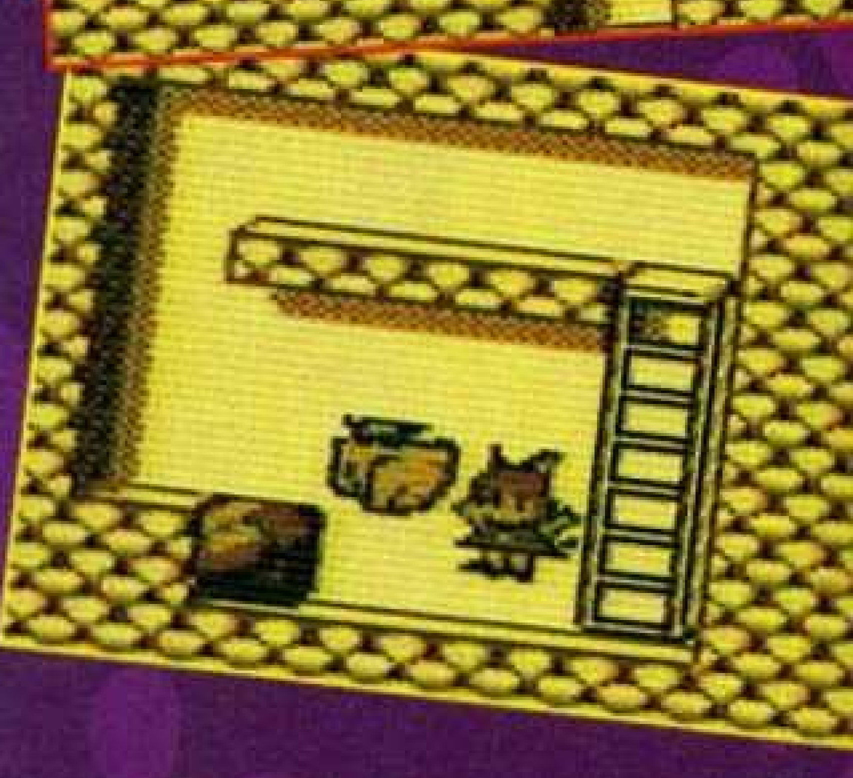
COMMENT



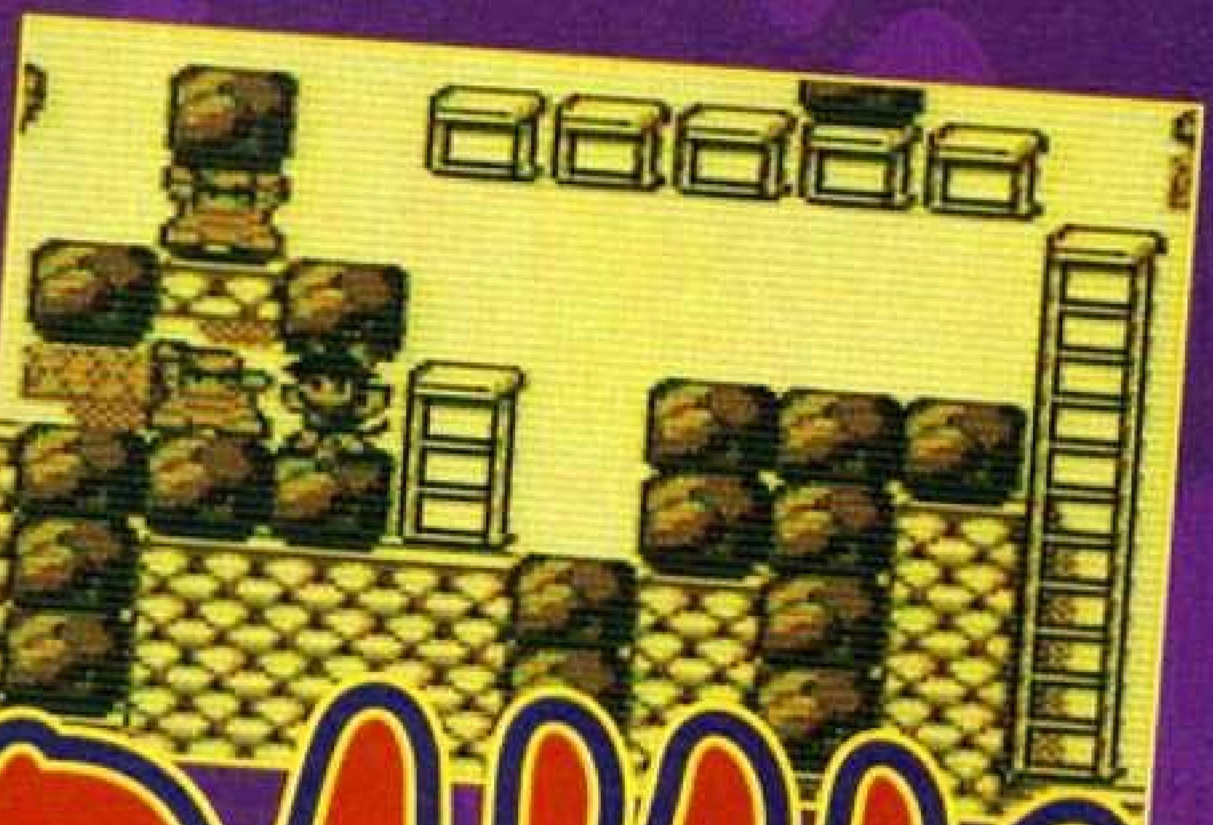
PAUL

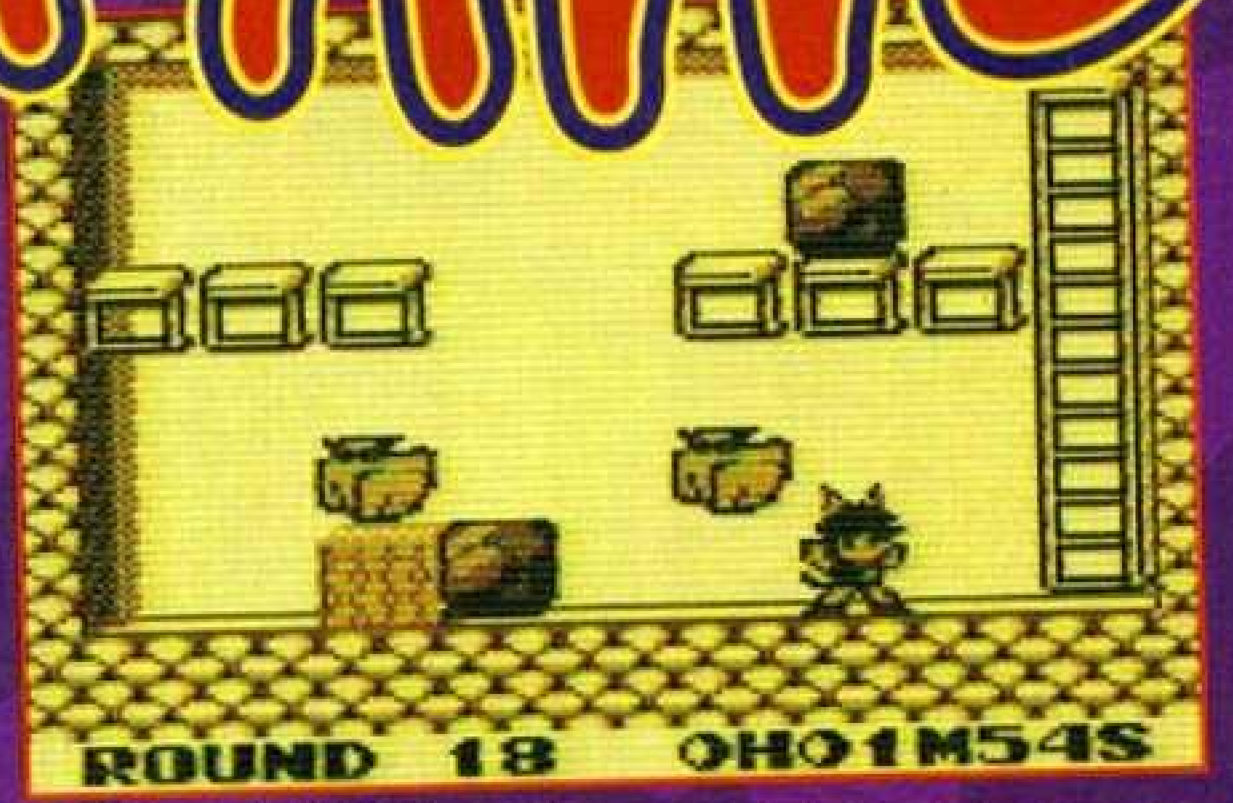
In keeping with most successful puzzle games, Power Paws is to graphical masterpieces what the Eurovision Song Contest is to music. However this comparison is still true in that, no matter how much everybody hates this appalling sonic disaster, curiosity invariably batters common sense into the ground and the game holds the player's attention for the duration. Despite its drab appearance Power Paws posses the kind of addictive qualities that are responsible for keeping people up into the wee small hours for the sake of solving just one more level. It's like you just cannot put the flippin' thing down once you've picked it up! Of course, in the name of sight preservation it is wise to put this game aside at some point and here's the crunch: After a few age-long sessions on this game players are unlikely to ever approach it again. The game offers little in the way of rewards and a player's struggles to attain the next level seems endless. In the end Power Paws lacks the simplicity of Tetris and the charm of Lemmings. It fits the bill but is not the star attraction.





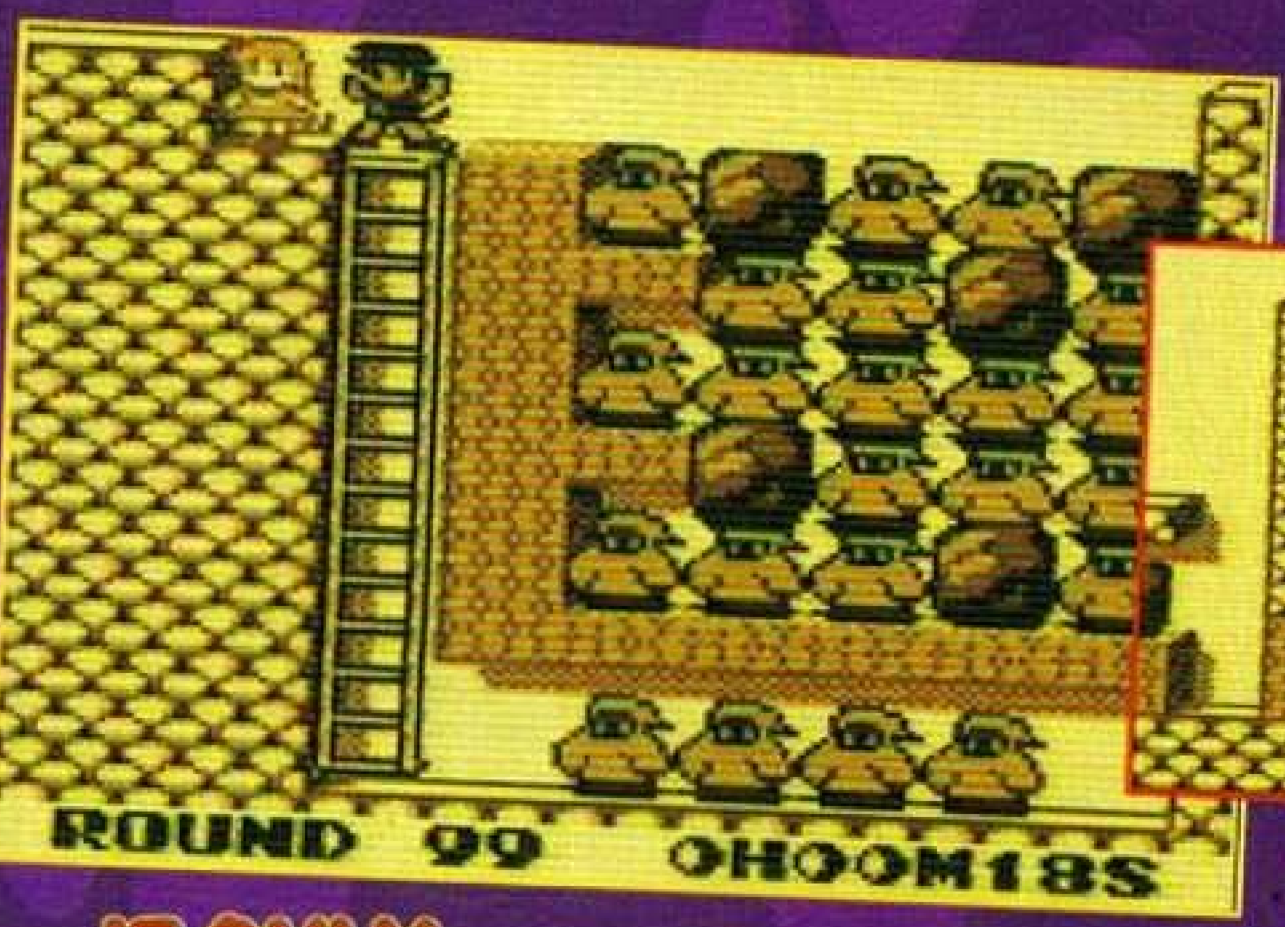
PAWS



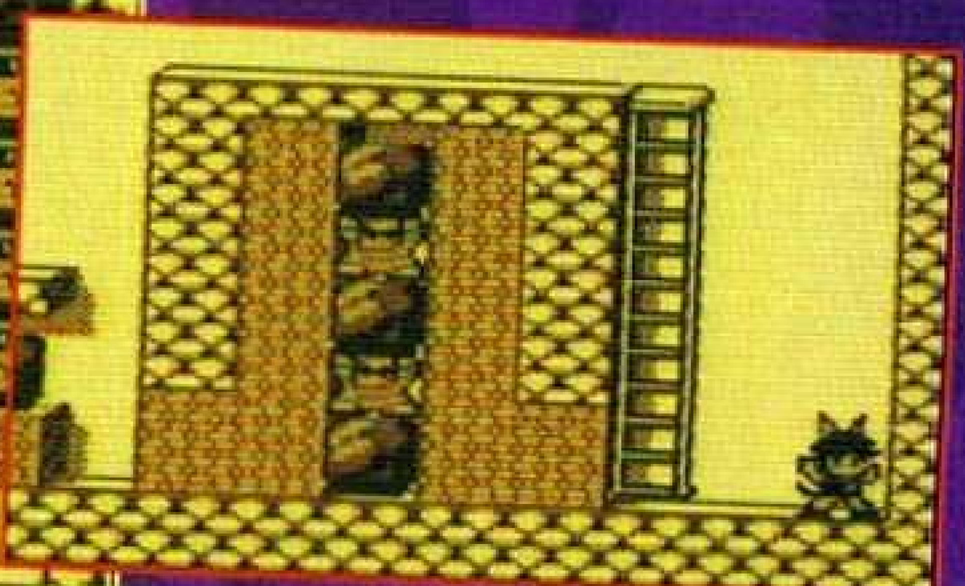


ROUND 18 0H01M54S

▲ Unseen by the little feline, two large carrots had sprouted from her scalp.



ROUND 99 0H00M18S



▲ The incredible Ogron rock impersonators.

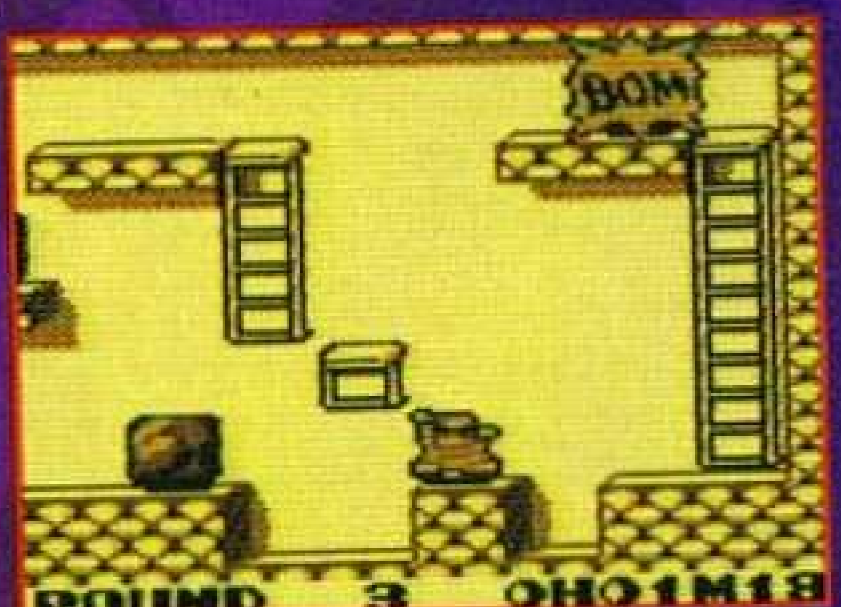
COMMENT

ANDY

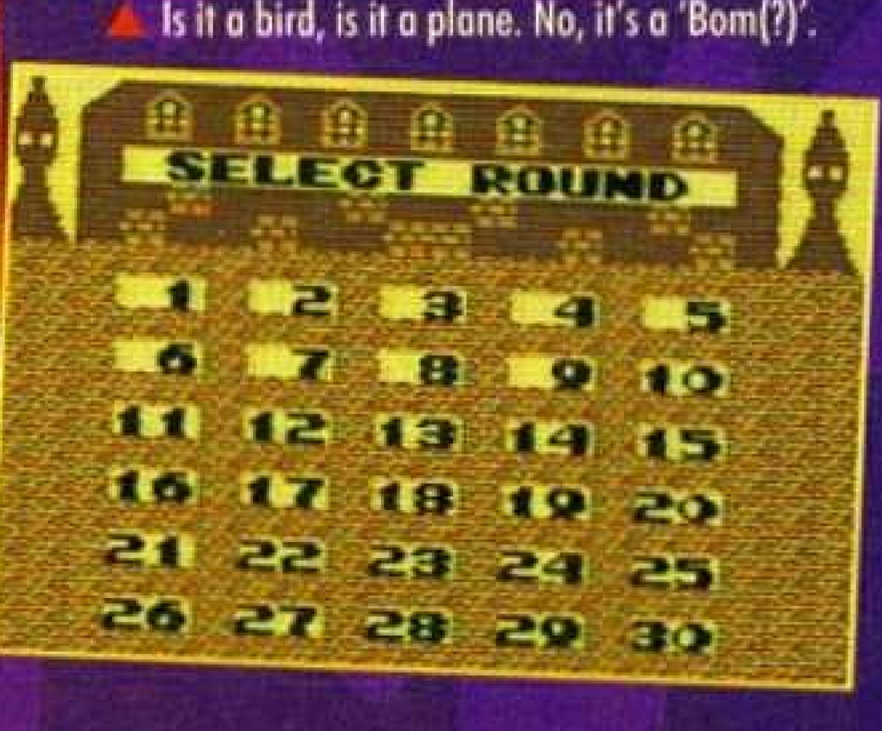
I first played Power Paws in its previous incarnation as Catrap absolutely yonks ago and, despite the fact that there has been a copy knocking around the office since then, I have felt no compulsion whatsoever to return to it. It's not actually that hard to realise why either - it's the sheer ease and repetitivenessossity of the gameplay that, when combined with flat graphics and dreary sound, bore the player into resignation. This is a shame because, for a few levels at least, it's not actually that bad. This game is probably best suited to the "older gamer", ie your grandad, who'll probably sit quite happily for hours playing the same level over and over, marvelling at the wondrous advances that technology has made. Hardened puzzle addicts should seek their thrills elsewhere.

IF ONLY...

There are over 99 levels for the Power Paws' deliberation which, we reckon, is about as much that any mere mortal can handle. Especially since each level gets progressively more devious than the one before. However players who feel that their Power Paws prowess knows no, no - no, no, no, no - no, *no limits have the option to construct levels of their own by means of the Screen Edit option. Cor!*



▲ Is it a bird, is it a plane. No, it's a 'Bom(?)'.



SELECT ROUND

1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	■
ACTION	■	■	☐	☐
CHALLENGE	■	■	■	☐
REFLEXES	■	☐	☐	☐
ORIGINALITY	■	■	■	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	☐
MONTH	■	■	■	☐
YEAR	■	☐	☐	☐

PRESENTATION 67

▲ The ability to select any of the first 99 levels at will relieves the tedium of playing from the beginning each time.

▼ The presentation screens are very plain.

GRAPHICS 69

▲ The sprites are bold enough not to get confusing on harder levels. The animation of the central characters is mildly amusing.

▼ As with the presentation the nature of the graphics, perhaps out of necessity, is very plain - if not dated in their appearance.

SOUND 64

▲ The same old tune plays throughout and the sound effects are few and phewey.

PLAYABILITY 78

▲ The addictive gameplay tempts the player into persevering above and beyond the call of duty.

▼ Other than completion of the levels themselves, the game does nothing to reward all the effort.

LASTABILITY 75

▲ On top of the 99+ levels the screen edit option ensures the game's longevity.

▼ However the game itself lacks its appeal after only a short period of time.

OVERALL 73

A good quality game with classic elements but sadly lacking in long-term appeal.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

ROCKY RODENT
TM
PUSH START
TM AND © 1993 IREM
LICENSED BY NINTENDO

CART SPEC

- **BY:** IREM
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG

GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** 5
- **RESPONSIVENESS:** Okay
- **1ST DAY SCORE:** Completed Five Levels
- **GAME ORIGIN:** A new game based on the adventures of Rocky Rodent.

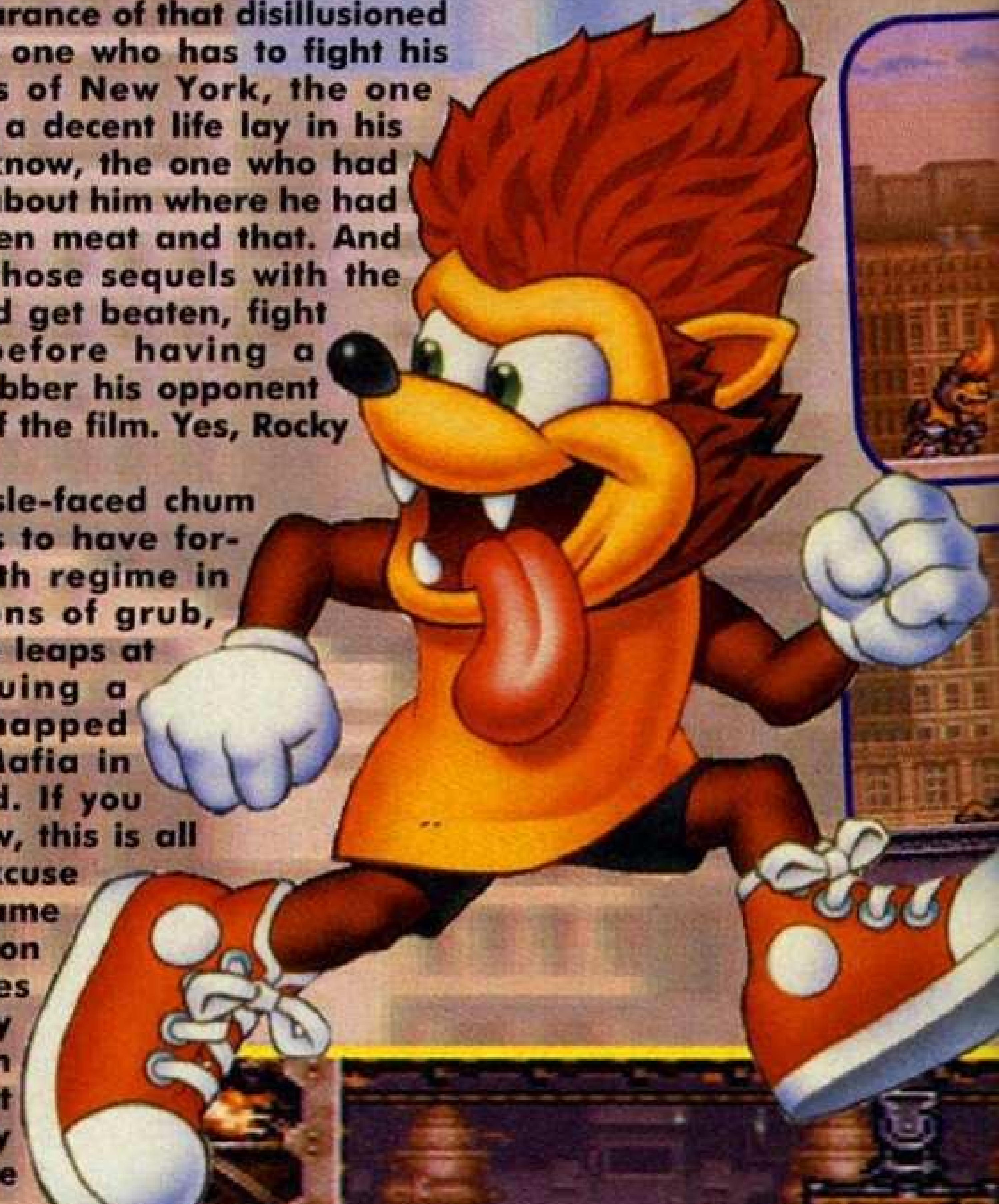
CONTROLS

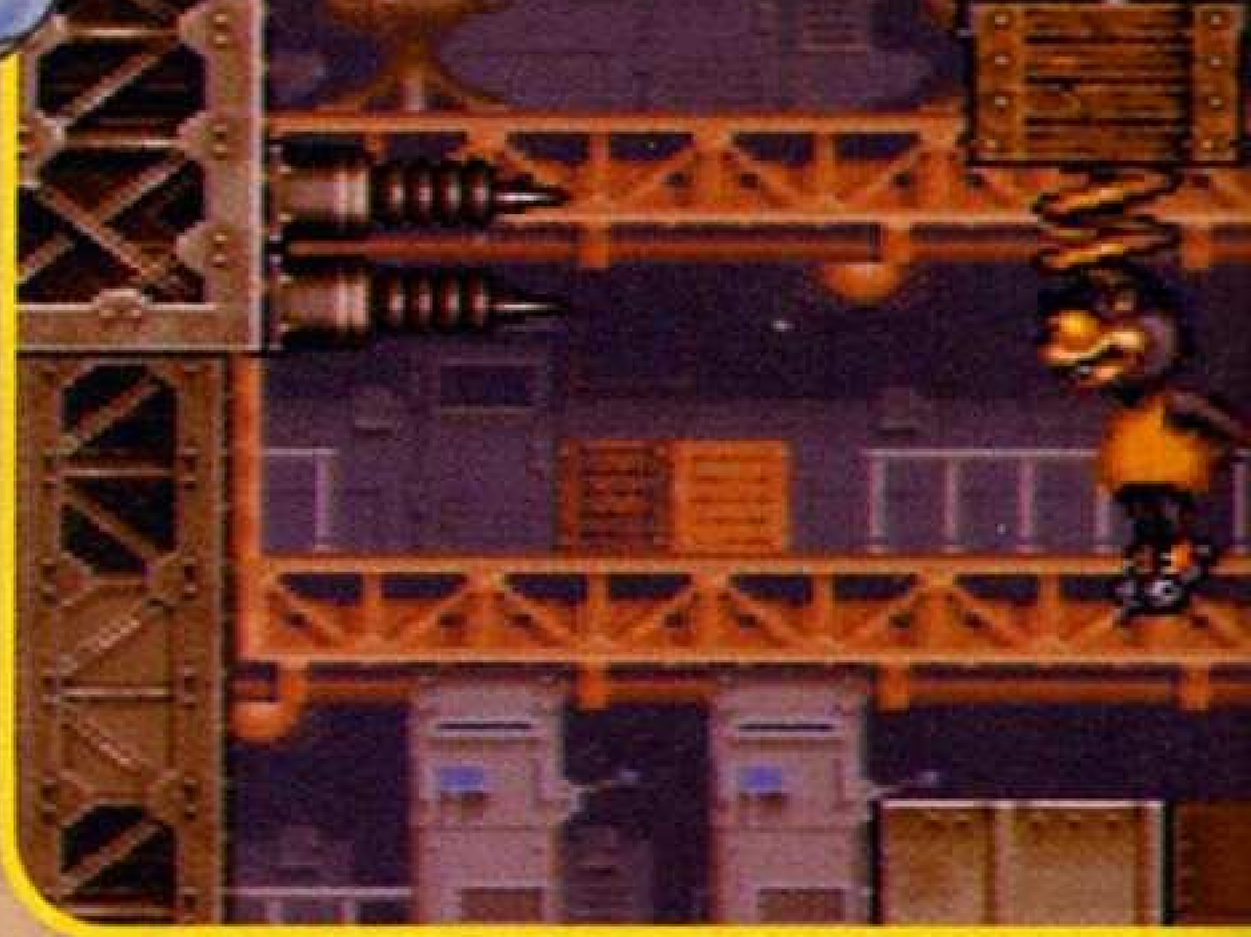
- **HOW TO PLAY:** Guide Rocky through the platform levels leaping over or hair-attacking enemies, whilst steering clear of the energy-sapping meanies.

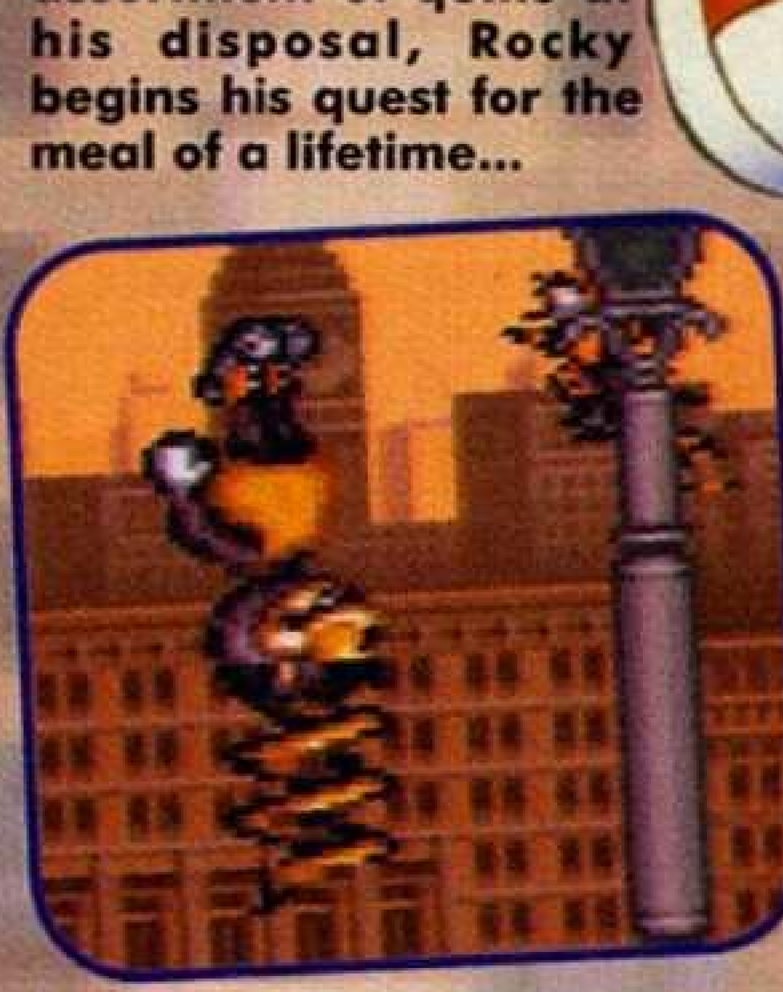
A	NOTHING
B	JUMP
X	NOWT
Y	USE HAIR/RUN
L/R	L: NE PAS DES FUNCTIONES R: NIL DE FUNCTIONES
S	START: STARTS/PAUSES SELECT: NO FUNCTIONO

Yes, it's the re-appearance of that disillusioned Italian rodent. The one who has to fight his way out of the slums of New York, the one whose only chance of a decent life lay in his boxing abilities. You know, the one who had that smart film made about him where he had to punch all that frozen meat and that. And then there were all those sequels with the same plot, where he'd get beaten, fight some more meat before having a rematch, and then clobber his opponent in the dying seconds of the film. Yes, Rocky Rodent is back.

However, our weasle-faced chum (no, not Steve) seems to have forsaken his strict health regime in favour of scoffing tons of grub, which explains why he leaps at the chance of rescuing a restauranteur's kidnapped daughter from the Mafia in return for a free feed. If you hadn't guessed by now, this is all just a thinly-veiled excuse for a new platform game featuring a new cartoon character who features a neat line in deadly haircuts. So, with an assortment of quiffs at his disposal, Rocky begins his quest for the meal of a lifetime...



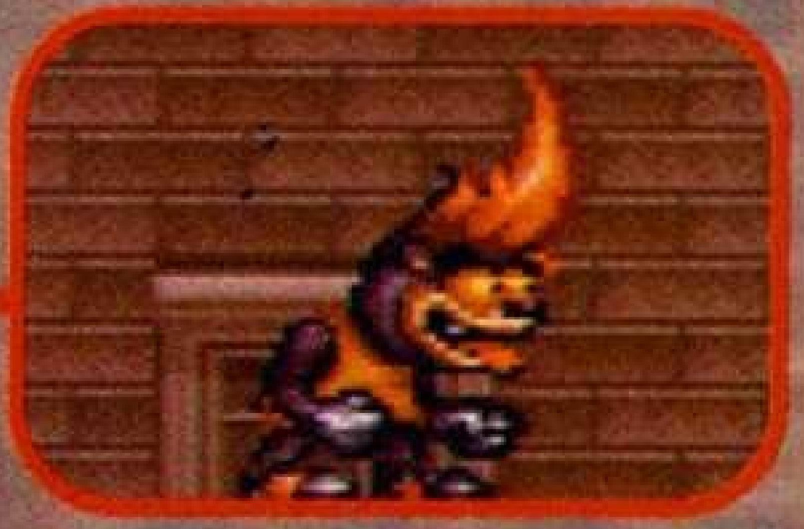




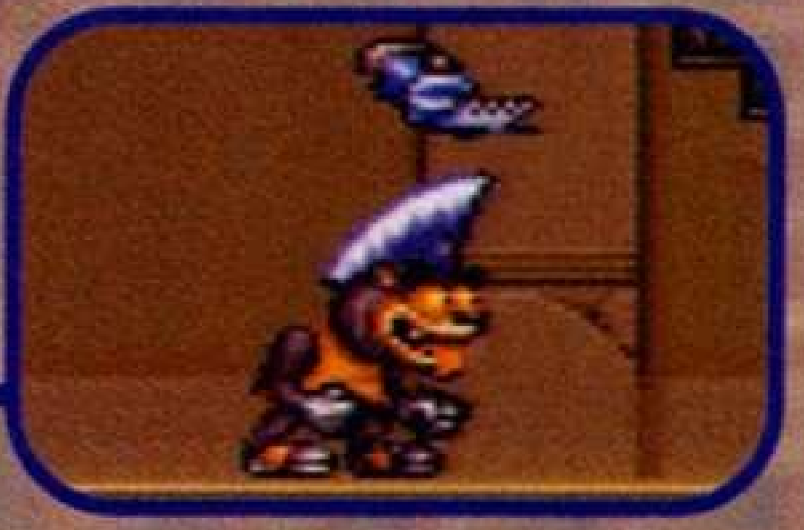
▲ Yeah, I know it's daft, but it wasn't what I asked for.

HAIR HE COMES

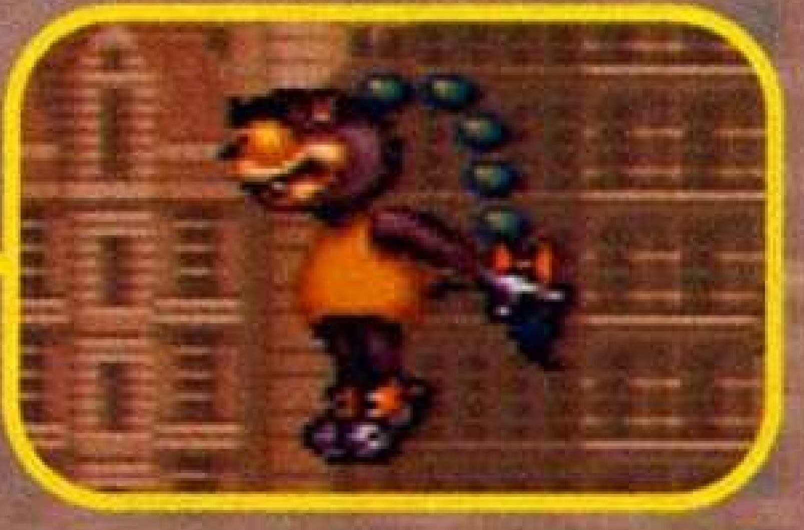
Like most rodents, Rocky always finds time to look after his coiffeuration (that's a haircut, by the way). In fact, his immaculately-spruced bonce is his front line of attack against the Mafia animals which stand in his way. By breaking open golden bins or gift-wrapped boxes Rocky uncovers the tools required to fix him with one of a series of special haircuts, including...



SPIKY PSYCHOBILLY AFFAIR:
This haircut is sharp enough to stab people to death with, and may also pointed foes in a stabbing motion. It is also possible to stick it into certain blocks and swing yourself up to higher heights by mere neck power!

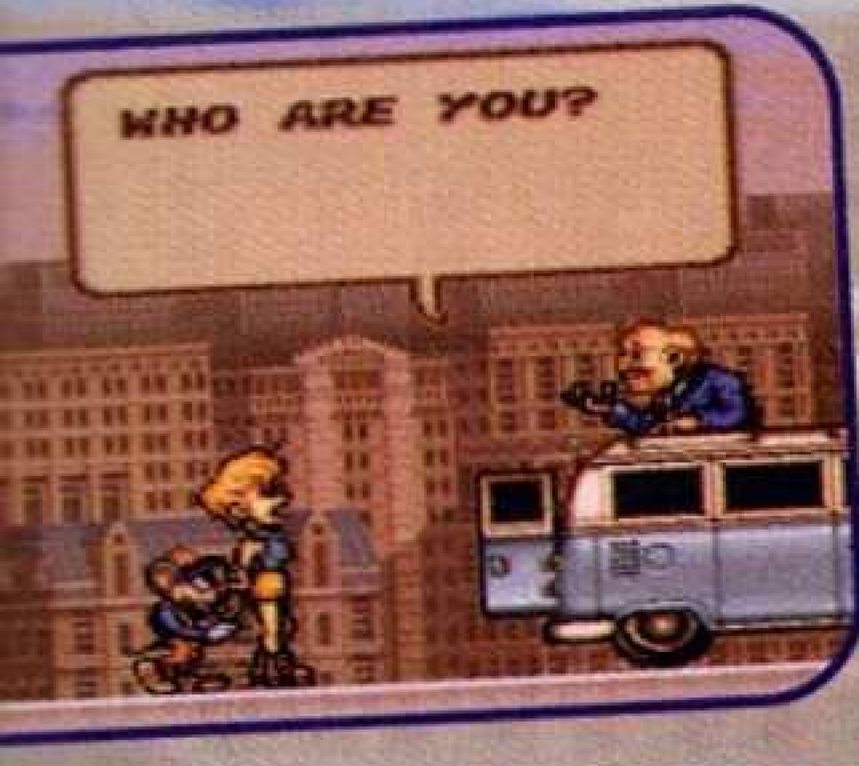


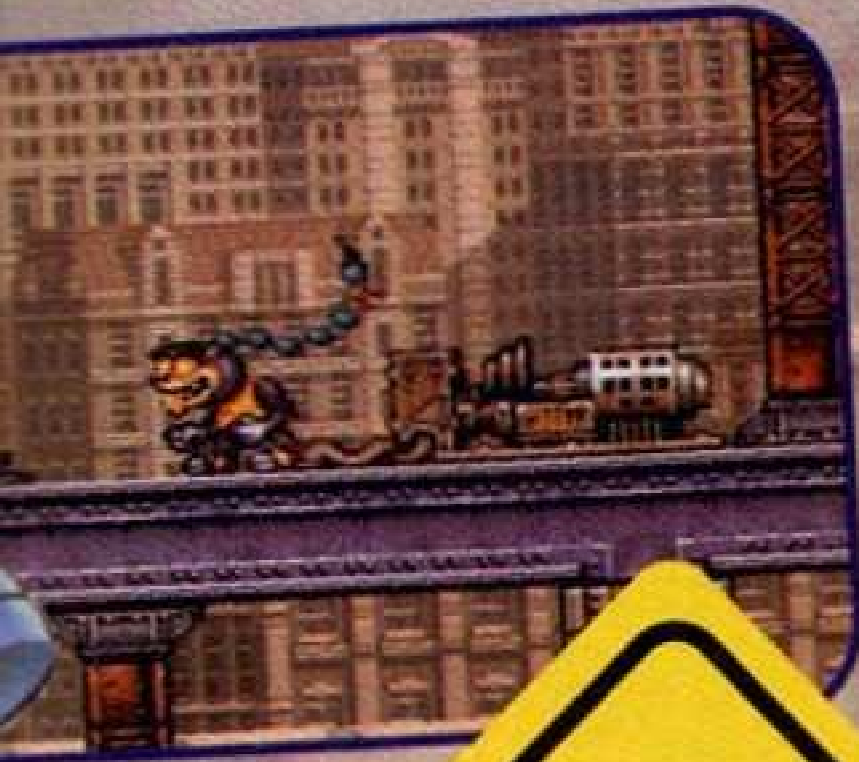
CLEAVER MOHAWK THING:
A razor-sharp barnet which is so sprayed-up it can be thrown across the level without disintegrating, slaughtering anyone it comes into contact with before returning to Rocky. Unless it hits certain blocks in the wall, whereupon it sticks and acts as a springy platform until Rocky calls it back with a button press.



LAST OF THE MOHICANS PONY TAIL JOB:
Collecting a flower pot (obviously) gives Rocky this whip-like extension to kill his foes, and also acts as a great grappling hook for Tarzan-style swinging antics! Huzzah!

Rocky RODENT

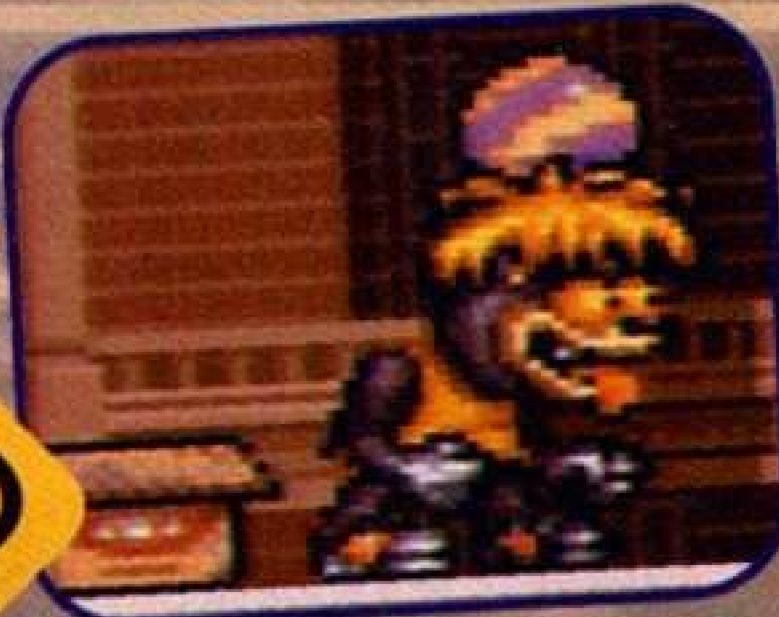




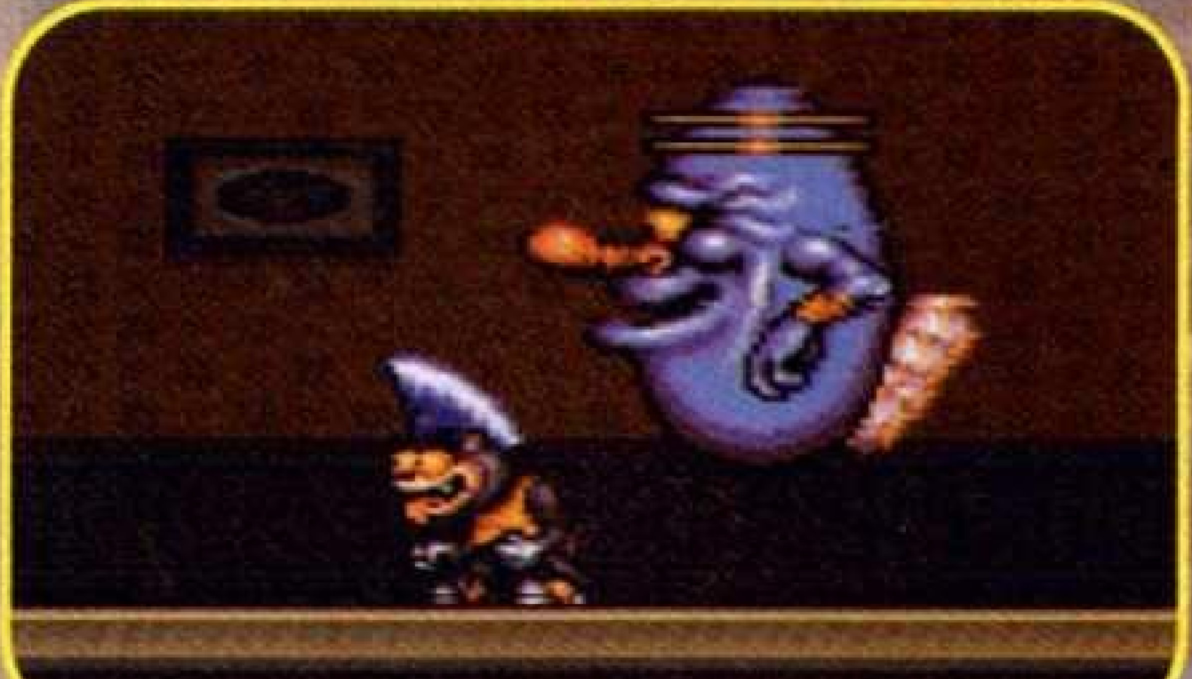
COMMENT

STEVE

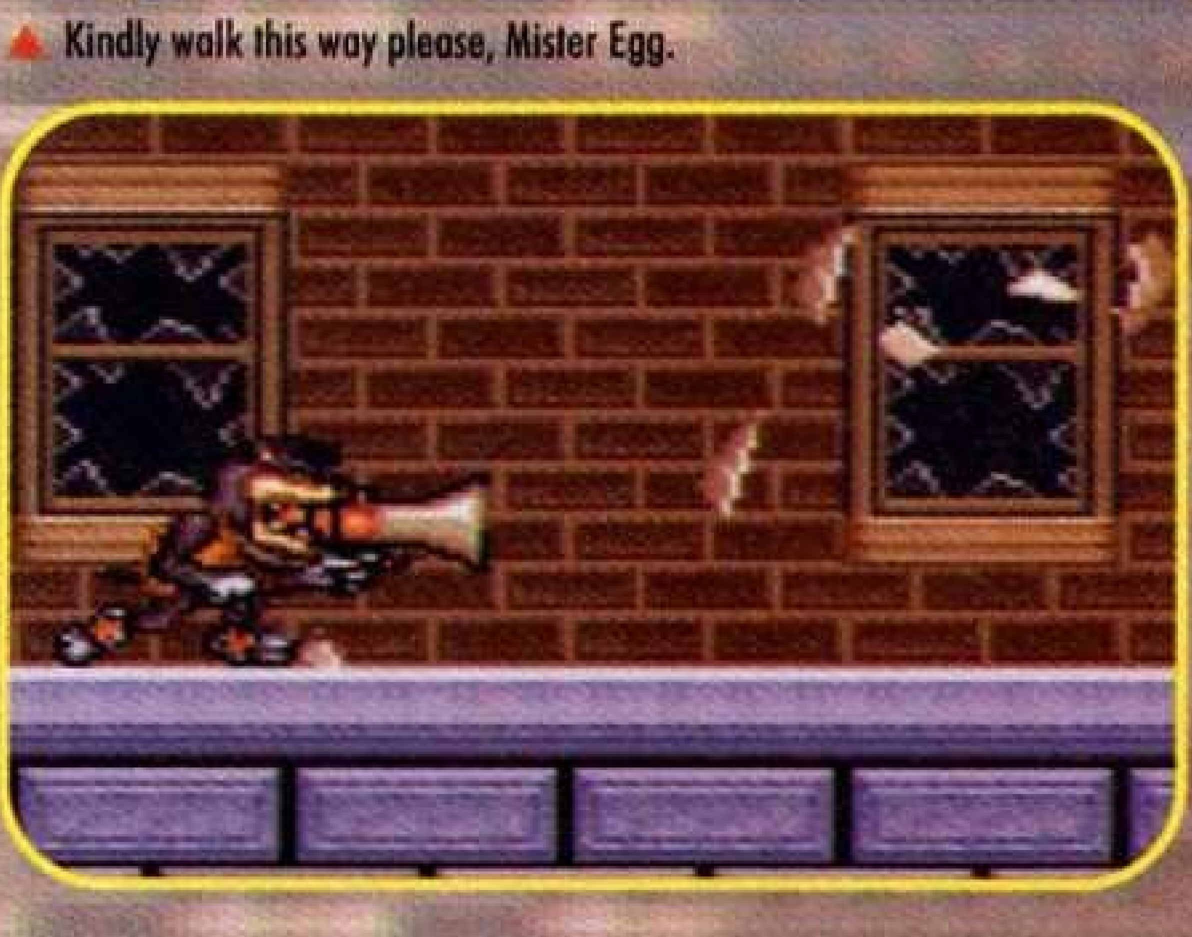
Endearing as the character may be, Rocky Rodent won't be finding his way into my Super NES again. Whilst Irem have added some neat touches to Rocky's very basic platform antics, the dodgy sprite detection and overlong levels hardly inspire the player to progress through to the kidnapped girl. Admittedly, Rocky is a very polished game, and I particularly liked the carpet section where Rocky runs to avoid being dragged into a hole, and the assorted hairstyles are a novel slant on the power-up theme, but these features are no substitute for a lack of playability. Basically, playing Rocky Rodent is like buying a sandwich and finding only the front bit has got any filling - most annoying.



▲ What egg? Where?



▲ Kindly walk this way please, Mister Egg.



COMMENT

RAD

Why look - it's another cute character licence. A cynical bid for product recognition? Surely not. Still, that's the wacky world of business for you, what about the game? Well, it's a bit different to the usual fare, that's for sure. The haircut and sprinting requirements do lift this out of the realms of the bog-standard platformer. Sadly though, the implementation is under par. The collision detection is unfair, each level looks too samey so it's easy to get lost in certain areas and there's seems to be no sense of order to the proceedings at all. It's not bad, in fact, if it were a bit faster it'd be pretty darn good, but as it is the presentation and spark of originality can't quite make up for the average feel Rocky Rodent gives out.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	☐	☐	☐	☐
ACTION	■	■	☐	☐
CHALLENGE	■	■	■	☐
REFLEXES	■	■	☐	☐
ORIGINALITY	☐	☐	☐	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	☐
DAY	■	■	☐	☐
WEEK	■	☐	☐	☐
MONTH	☐	☐	☐	☐
YEAR	☐	☐	☐	☐

PRESENTATION 82

▲ Lots of intermissions and cartoony bits
▼ No options and it's impossible to skip through those lengthy intermissions.

GRAPHICS 84

▲ The Rocky sprite is well done and humorous. The backdrops are really smart.
▼ A lack of variety in the enemy sprites.

SOUND 78

▲ Adequate effects
▼ Barely adequate tunes

PLAYABILITY 76

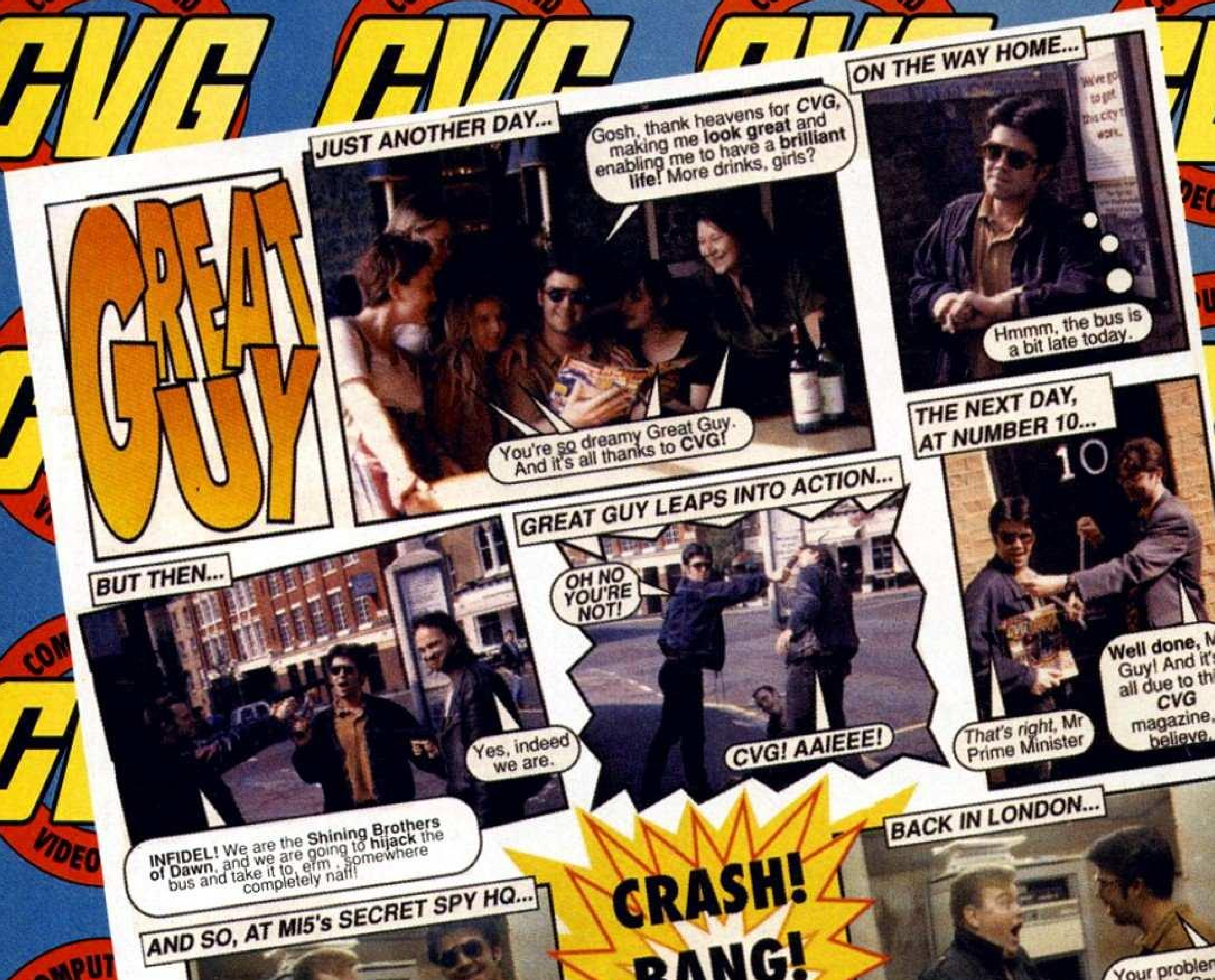
▲ A lengthy game and there's a good deal of variety.
▼ However, it's very slow in places, and not all that original.

LASTABILITY 72

▲ It gets pretty difficult on the later levels.
▼ Although you might get bored of it before then.

OVERALL 73

An average game, but it's just too slow and cumbersome to be really enjoyable.


GREAT GUY
JUST ANOTHER DAY...
Gosh, thank heavens for CVG, making me look great and enabling me to have a brilliant life! More drinks, girls?
You're so dreamy Great Guy. And it's all thanks to CVG!
ON THE WAY HOME...
Hmmm, the bus is a bit late today.
BUT THEN...
INFIDEL! We are the Shining Brothers of Dawn, and we are going to hijack the bus and take it to, erm , somewhere completely naff!
Yes, indeed we are.
GREAT GUY LEAPS INTO ACTION...
OH NO YOU'RE NOT!
CVG! AAIEEE!
THE NEXT DAY, AT NUMBER 10...
Well done, Mr Guy! And it's all due to this CVG magazine, I believe.
That's right, Mr Prime Minister
CRASH! BANG! WALLOP! ETC!
AND SO, AT MI5's SECRET SPY HQ...
Mr Guy, yet more crackpot terrorists are attempting to detsroy everything we stand for! As a reader of CVG only you can stop them!
Leave it to me, Mr Spy – I won't let you down!
BACK IN LONDON...
AMAZING! How do you do it, Great Guy?
Your problems are over, Mr Spy! The insurgents have been wiped out! Oh yes – and I've eliminated world hunger and poverty as well.
LATER, IN THE YOUTH CLUB...
It's all thanks to CVG!
Excuse me, do you come here often?
Bog off, urchin!
GUMPH!
Have you noticed I read CVG?
Oh, that's different, then. Can I have a wet snog?
AND SO ON...
AND THE MORAL IS... HERE AT CVG WE KNOW THAT GAMES PLAYERS LEAD RICH AND REWARDING LIVES. WE THINK YOU'RE GREAT, SO PLEASE BUY CVG. BY THE WAY, DID WE MENTION THAT WE THINK YOU'RE ALL GREAT?

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NHS

WELCOME!

This is one NHS which is never under threat, and we plan to continue offering you free advice on the latest games. All the latest Super NES, NES and Game Boy titles are puilled apart here, so let us welcome our first patients. See them in please, Nurse...

STARWING

PUSH START
© 1993 Nintendo

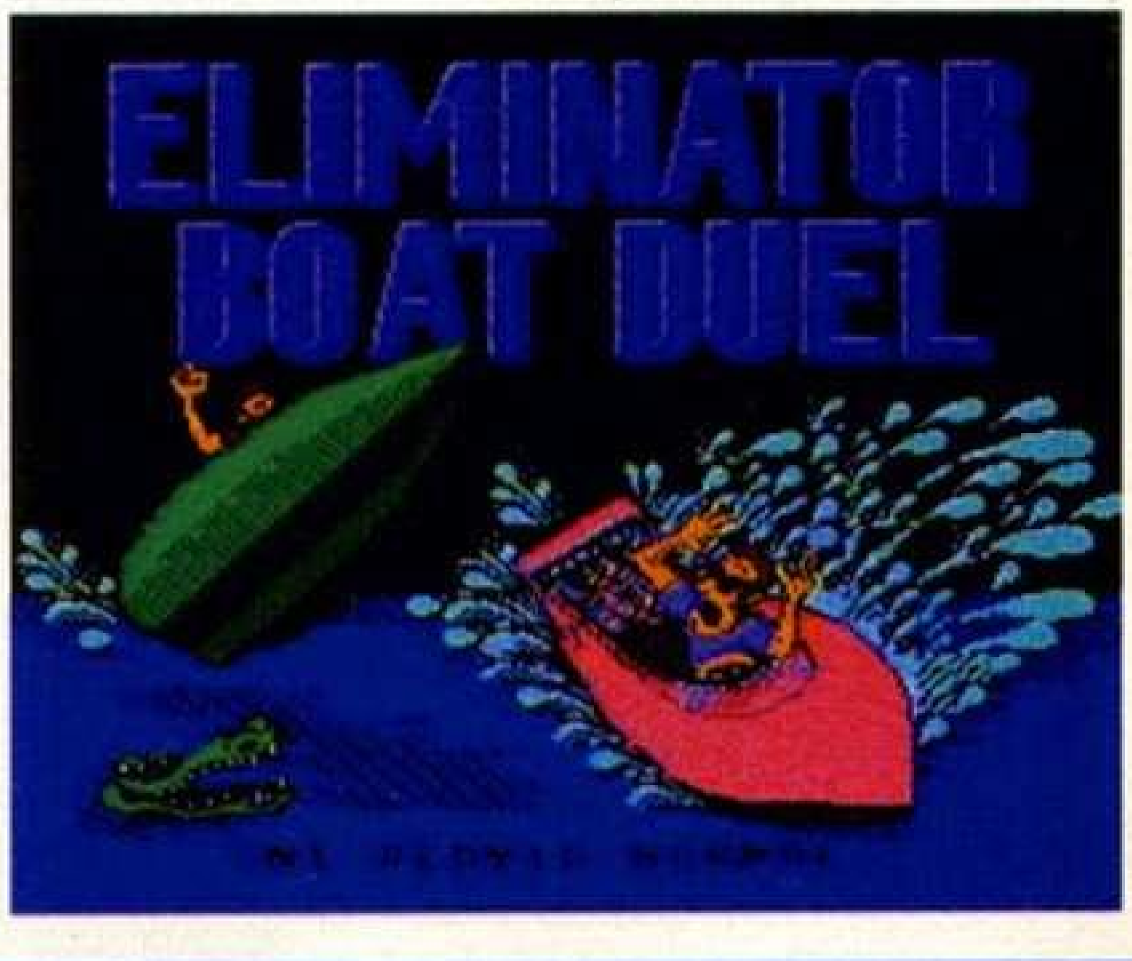
As our detailed Starwing guide draws to a close, this month we reveal what to expect in the third and final attack against Andross. As you would expect, this is the largest and most taxing part of the game, with Andross throwing everything he has in his arsenal at you. The bonuses are scarcer and there's more to shoot, but - hey! - with NMS by your side how can you possibly fail! We're so good to you sometimes, it's amazing...

ALIEN 3

ALIEN 3
GAME OPTIONS
CONTINUE
START GAME

Acclaim's gut-busting licence comes under the NHS scalpel this month as we reveal the game's many missions. We have also managed to acquire detailed maps of the prison planet Fiorina, and these, together with our exhaustive tips and tactics, should make curing Ripley's indigestion that much more easy. If not, it's time to pass the Bisodol (hic).

BOAT DUEL



Quite easily one of the best NES releases of the last year, Eliminator Boat Duel books in to the NHS clinic for a bit of a rub down and an overhaul. Having trouble making ends meet in your quest to win loads of cash and the attention of those scantily-clad women? Well, we're not, so stuff off! Seriously, though, everything you need to know about Storm's stunning racer is revealed right here.

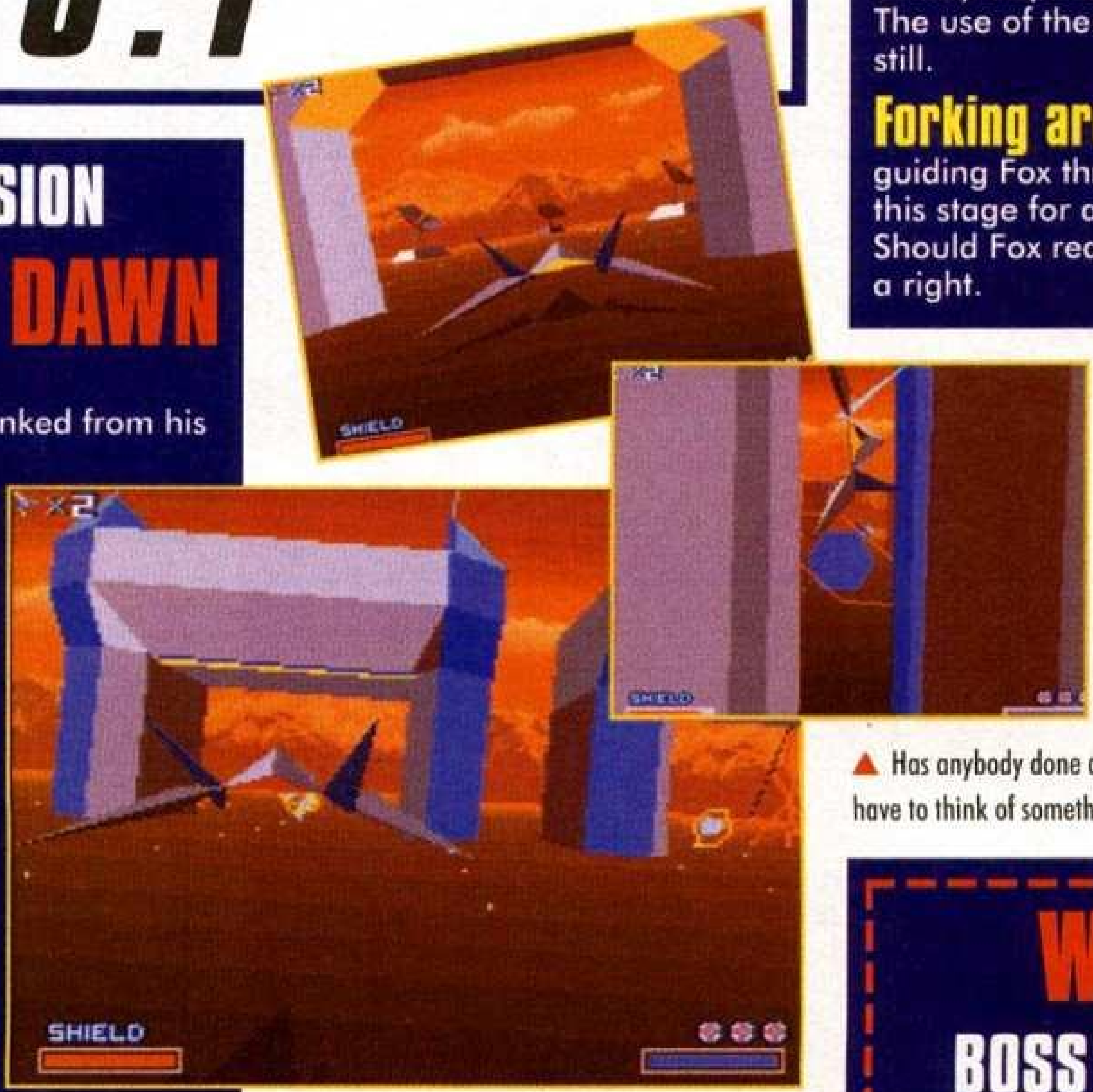
© 1993 Nintendo

With a copy of Starwing now taking root in your Super NES, no doubt you're all too familiar with Andross' Imperial Fleet. The final part of our guide tells how best to plough through Andross' forces toward the final, awesome, confrontation with the mad monkey himself. Fox calls upon every ounce of skill the player can reasonably muster as the path through the Level Three missions unfolds.

LEVEL 3.1

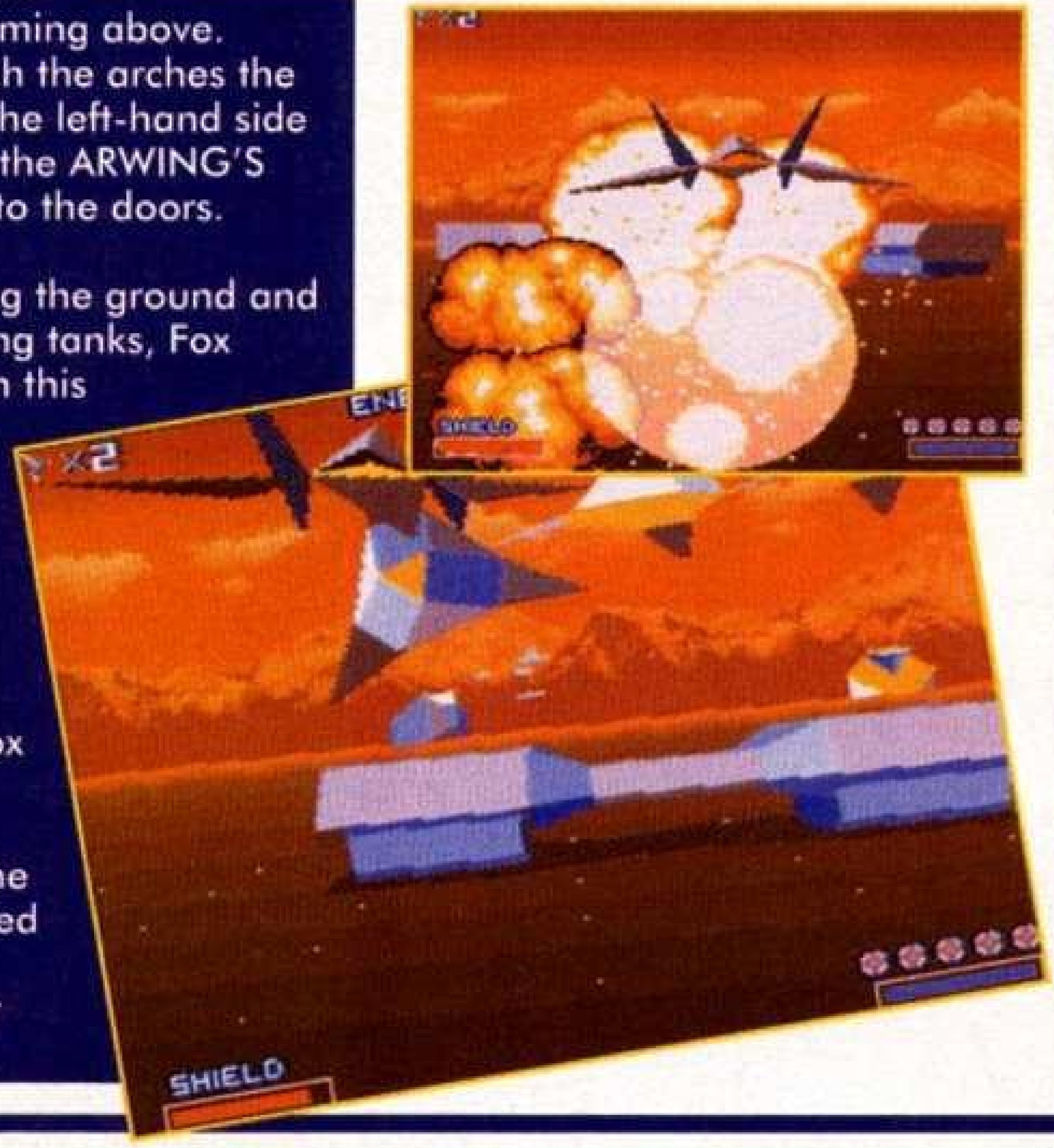
THE FIRST MISSION

CORNERIA AT DAWN



Rise and shine!: Fox is yanked from his bed for this surprise assault on the invading forces. As Imperial Walkers begin a mass-removal job on Corneria, Fox chances a corridor of cannon placements before throwing his ship through the first of many gruelling, aerobatics displays in order to gain his Twin-Blaster.

Bigger they fall: The arches found in early morning Corneria are set at 45-degree angles. No drastic manoeuvring is necessary with these so long that Fox's trigger-finger isn't overly tempted by the many Imperial Fighters swarming above. After a successful run through the arches the Twin-Blast icon lies beyond the left-hand side set of the sliding doors. Use the ARWING'S retros to prevent crashing into the doors.



Nova Rover: By skimming the ground and blasting away at the patrolling tanks, Fox gains an extra Nova bomb in this stage. The other lies sandwiched between the second cluster of buildings.

Heel boy!: The thieving Imperial Walkers shield themselves with their booty! Cut them down by having Fox shoot away at their ankles!

Collapsing Pillars: The collapsing pillars accompanied by patrolling Imperial craft cause masses of damage. By flying the ARWING as central as possible both enemy ships and pillars are easily demolished The use of the retros makes the job easier still.

Forking arches: Take the left turn when guiding Fox through the arches later on in this stage for a massive shield replacement. Should Fox require an extra Nova-Bomb, take a right.

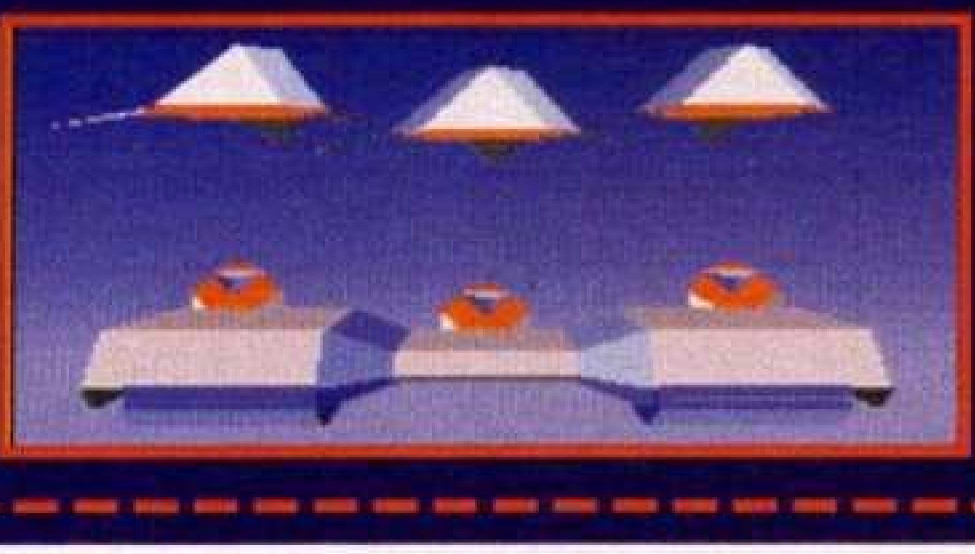
▲ Has anybody done a 'deadly popcorn' caption yet. Yes? Oh dear, I'll have to think of something else to write now. Errr...

WARNING!

BOSS 1 APPROACHING

DESTRUCTOR

Destructor is very intimidating, and a sap! It acts like some cheap, side-show conjuror by revealing its weak points then covering them over again with shields. Each time the shields are replaced, the cannons beneath are replenished. Fox's first task, then, is to destroy the shields first. From then on he is able to blast away the cannons at his leisure - barrel-rolling as protection against Destructor's fire.



THE SECOND MISSION

ASTEROID BELT

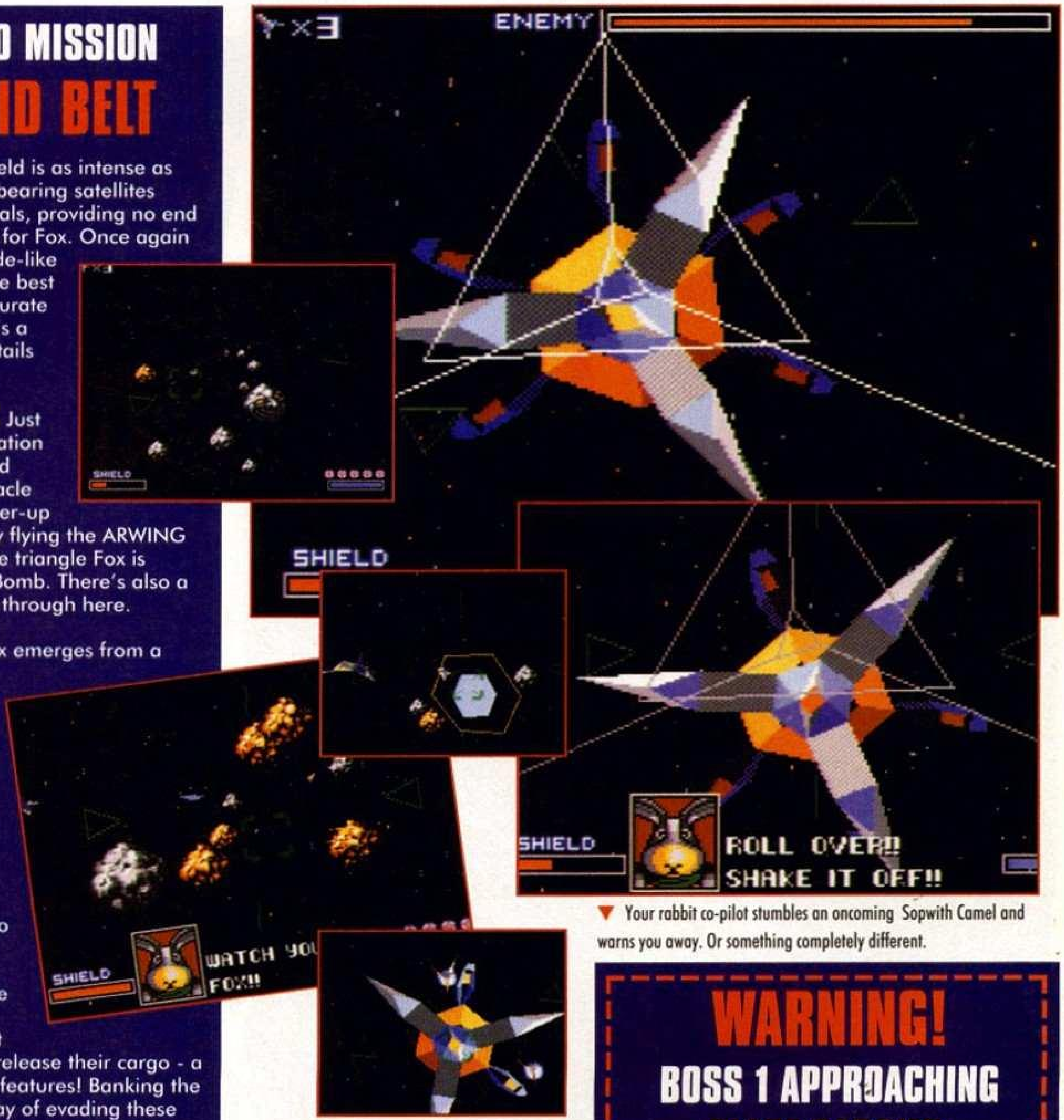
Level Three's asteroid field is as intense as Starwing gets! Cannon bearing satellites appear at regular intervals, providing no end of barrel-rolling trouble for Fox. Once again the blue-tipped centipede-like formations fly by and are best disposed of through accurate shots to the head. Here's a few, more important details though:

Red Rocks Hider: Just like the three-rock formation in the Level One asteroid field. Level Three's obstacle course has a secret power-up waiting for collection. By flying the ARWING through the centre of the triangle Fox is rewarded with a Nova-Bomb. There's also a Twin-Blast carrying ship through here.

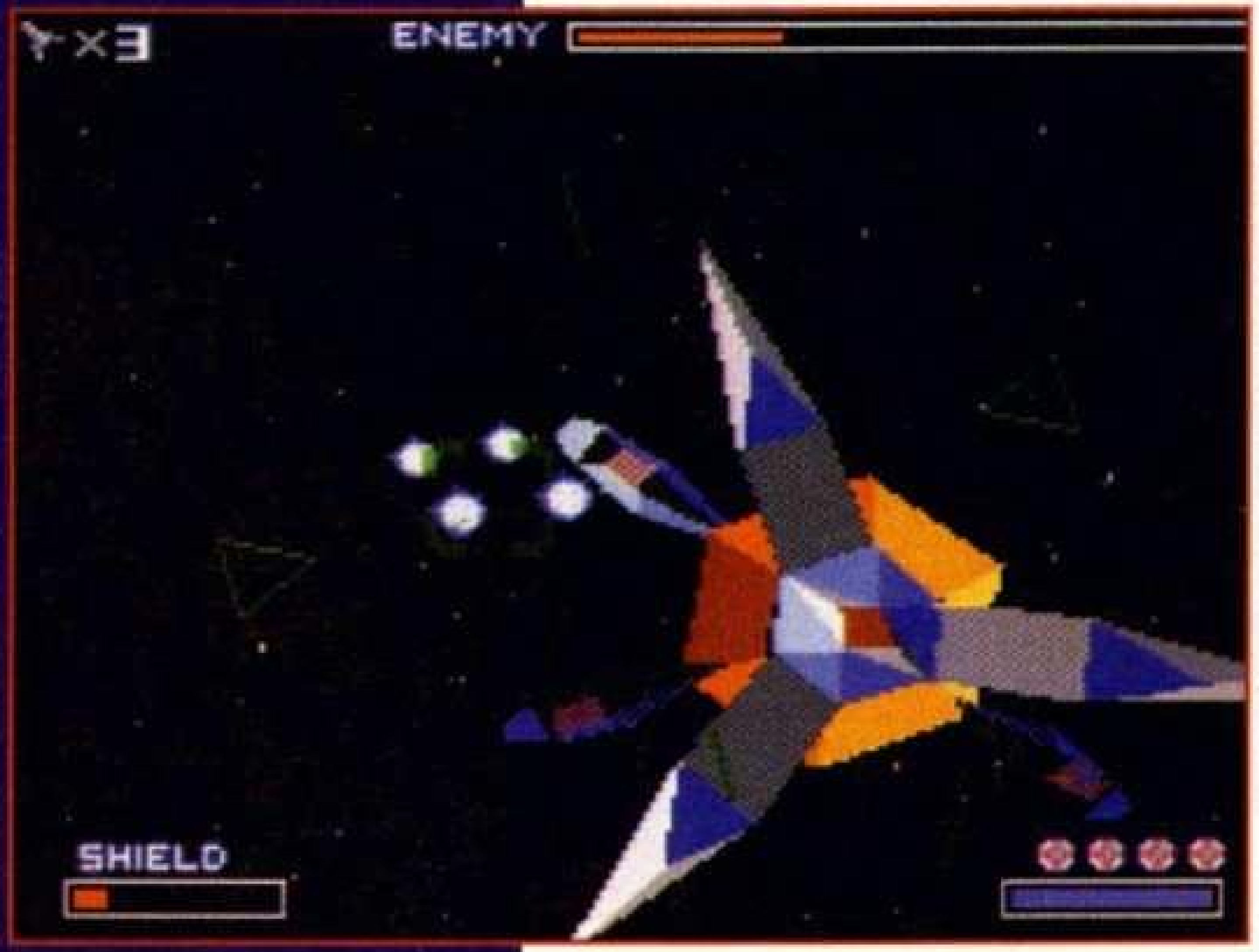
Ship shapes: As Fox emerges from a passage created by two Imperial space-stations he has the opportunity of gaining an extra ship. The three drones lie just beyond. Right after Fox rescues a crew member from certain death in fact.

Clingons: Further into the asteroid belt Fox is buffeted about by Imperial fighters that use asteroids as ramming devices. The second that Fox destroys them they release their cargo - a big asteroid - into Fox's features! Banking the ARWING is the safest way of evading these attacks. A point worthy of note is that each clinging alien accounts for an important fraction of the overall percentage on this level. So it's really worth blasting every last one.

Ugly: Imagine Fox's distress at the onslaught of a hundred ugly- mug asteroids. Grimacing rocks hurtle toward Fox, homing in on his ARWING. They are indestructible and damage is only escaped through skillful manoeuvring!



▼ Your rabbit co-pilot stumbles an oncoming Sopwith Camel and warns you away. Or something completely different.



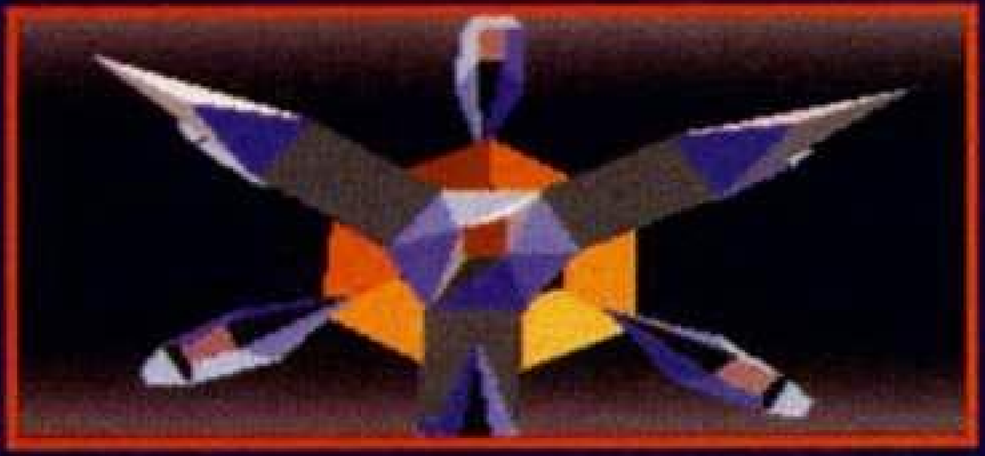
▼ That looks like the underside of one of those crappy crane machines. These pics are like clouds sometimes - they could be anything.

WARNING!

BOSS 1 APPROACHING

BLADE BARRIER

Blade Barrier is presented as some oversized, food blender. The main thing to worry about here is the magnetic power of the blades as they pull the ARWING towards them. The rest of the time is spent disabling the Barrier's six, missile firing supports. Missiles only fly from the supports that are uncovered by the Barrier's blades and are destructible. Once all of the supports are removed the blades fly into the ARWING's nose. Fox simply dodges this to save his hide.



THE THIRD MISSION

FORTUNA

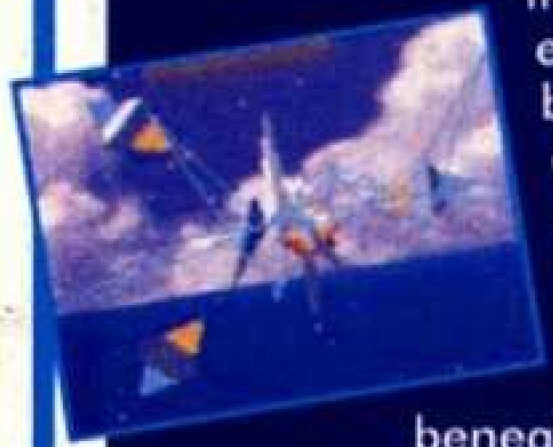
Aside from containing Monarch Dodora as one of the meanest end-of-level bosses, Fortuna is the toughest stage on which to obtain a perfect 100%. Here, as far as we know, is the only method.

Whoa Dragon!: Mech Dragonflies are nudged into action by firing at the stalks of the plants on which they sit. They cannot be destroyed but are, instead, scared away when attacked. Mech Mayflies, however, explode with a satisfying thoom after repeated battering about the scenery.

Flying fish: By skimming the surface Fox is able to account for the majority of the fish and most of the birds.

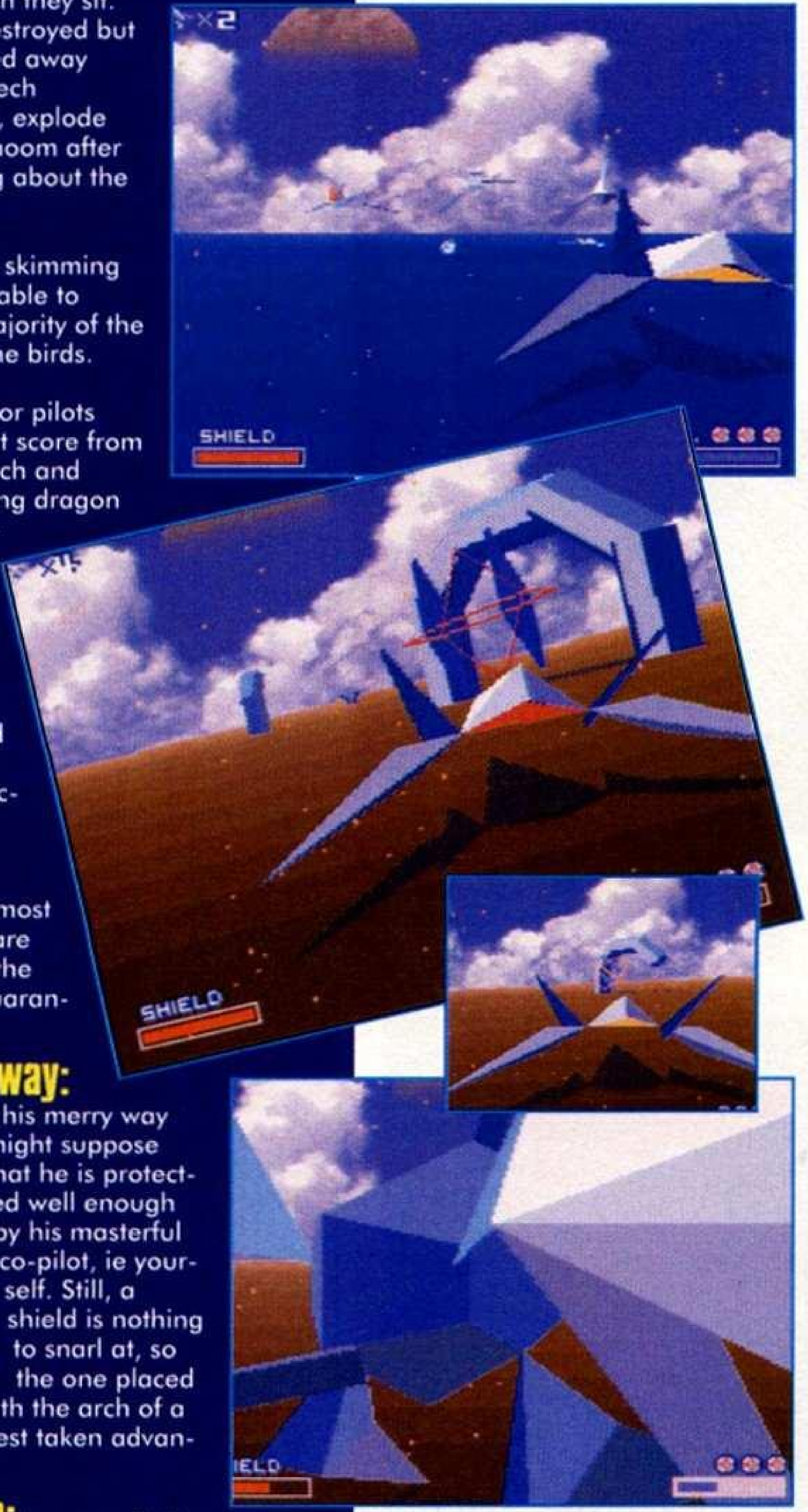
By George!: For pilots seeking the perfect score from Fortuna almost each and every, fire-breathing dragon is an essential target! Nova-Bombs are a useful addition to the ARWING's arsenal at this point, but then artful dodging and weaving prove every bit as productive. Slow Fox's progress with the ARWING's retros, ensuring that the most possible dragons are destroyed so that the elusive 100% is guaranteed.

Take this anyway: As Fox is wending his merry way over the seas he might suppose that he is protected well enough by his masterful co-pilot, ie yourself. Still, a shield is nothing to snarl at, so the one placed beneath the arch of a dragon's coils is best taken advantage of.

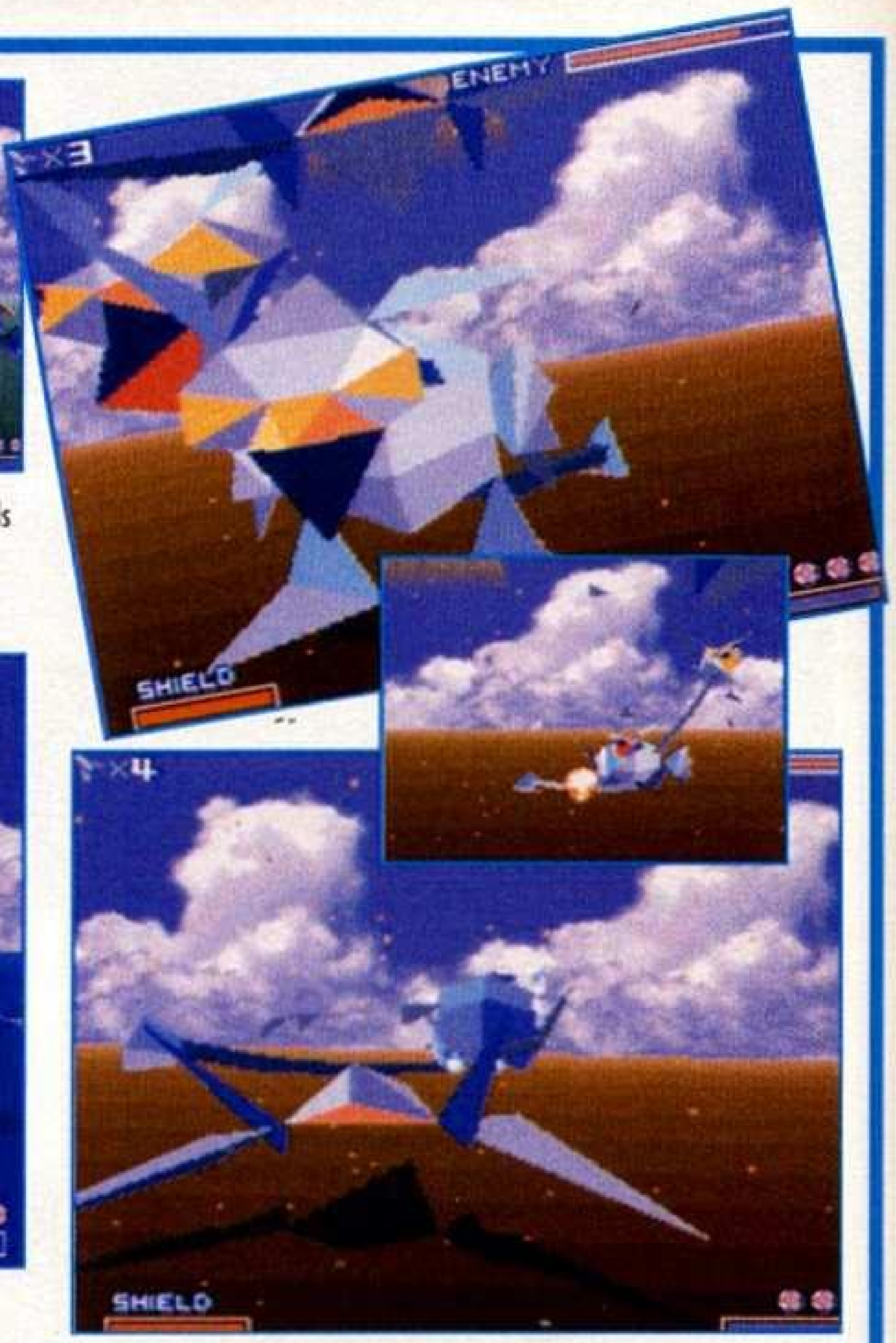


Hoe, hoe, hoe: Increase Fox's fun by flying him over this Twin-Blast icon lodged under one of the many stalks on the right-hand side of the forest in the final part of the Fortuna mission.

▲ Fox and the team race through the asteroids towards the inevitable confrontation with Andross.



▲ Fox and the team race through the asteroids towards the inevitable confrontation with Andross.



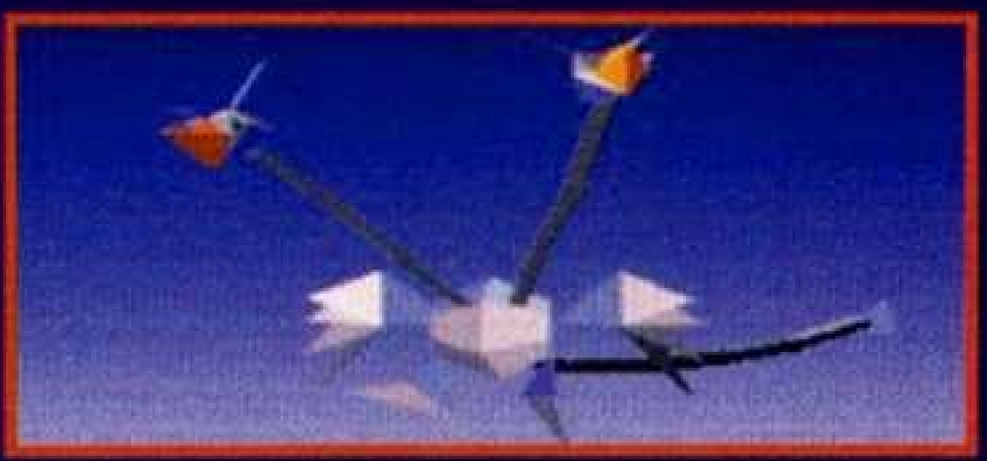
▲ Fox and the team race through the asteroids towards the inevitable confrontation with Andross.

WARNING!

BOSS 3 APPROACHING

MONARCH DODORA

Monarch Dodora is a joke! The only time when this Eric Morecambe of prehistoric times becomes worrying is when it charges Fox's ARWING. At these times it is obviously an excuse for another retro bonanza. Dodora's heads and tail are its vulnerable points and they shorten after each successive hit. Shorten either of these three enough and the big dinosaur's body suffers damage. In a mad panic Monarch lays eggs that hatch into baby comedians and breaths fire. Pilots with a good aim, however, need not worry as this not-so-magic dragon is turned into a puff of smoke before it knows what century it is!



THE FOURTH MISSION

SECTOR Z

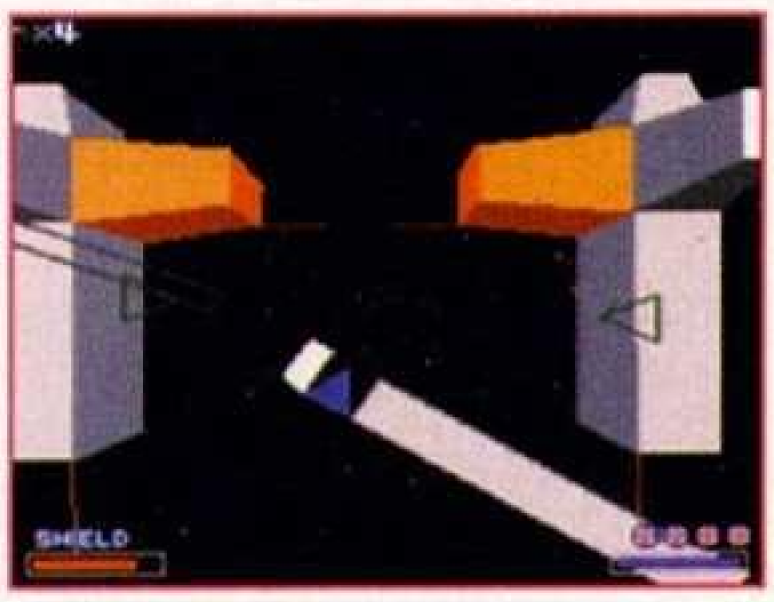
Feather Pillars: Falco is forever falling foul of the rotating pillars in Sector Z. Not that he thanks Fox for helping him out, mind! What he probably doesn't know is that some of the pillars are controllable as they have arrows on their tips which, when shot, alter the direction in which they turn. By being watchful for these Fox's path through this sector is less of a hassle.

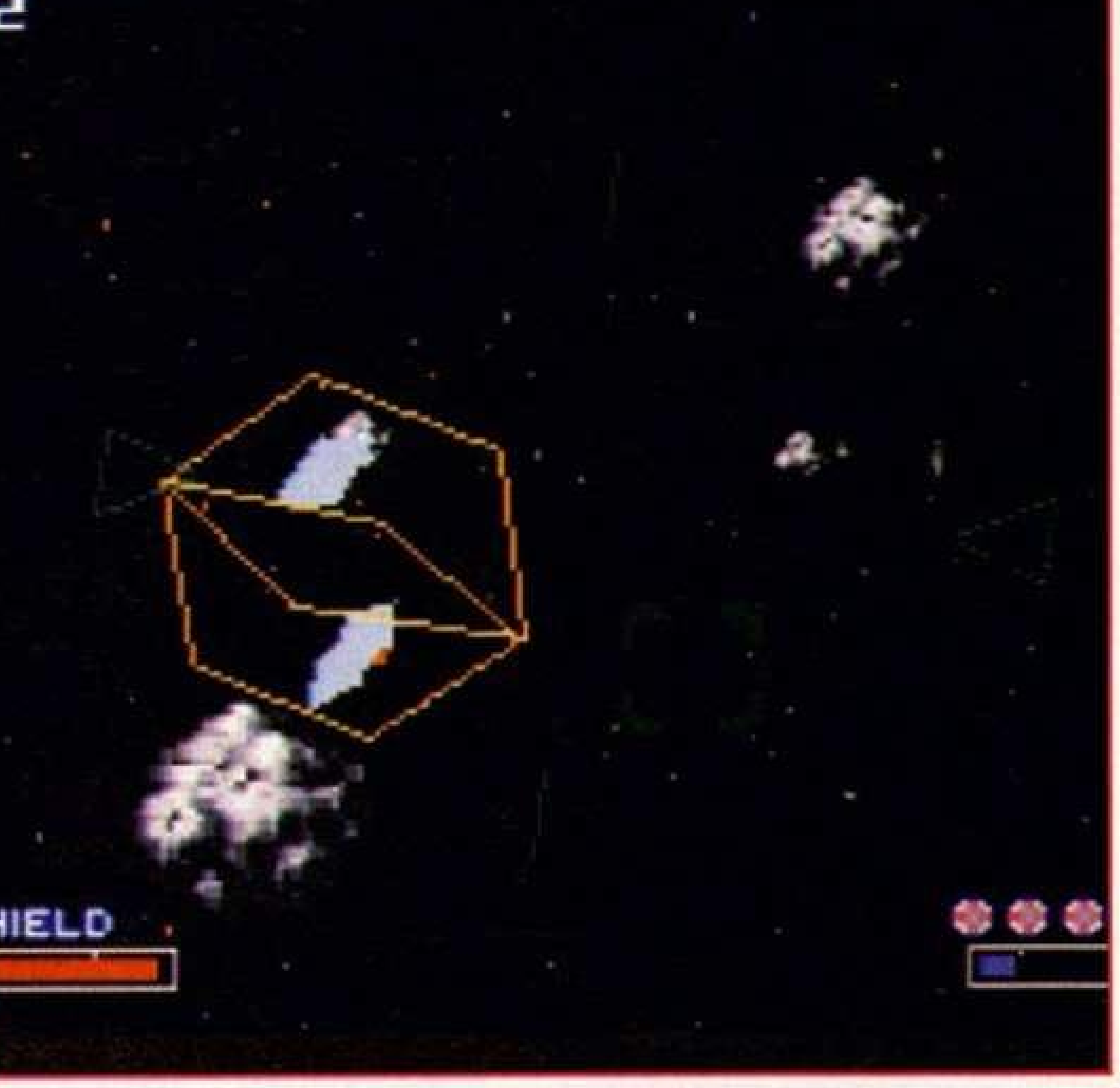
Blaster blaster: Snatch the Twin-Blast icon that is surrounded by rotating, transparent pillars, by blasting off with the ARWING's thrusters. Flying the fighter on its wing helps too.

Sector's Shield: Let' face it, if you miss this one then you probably haven't got this far yet.

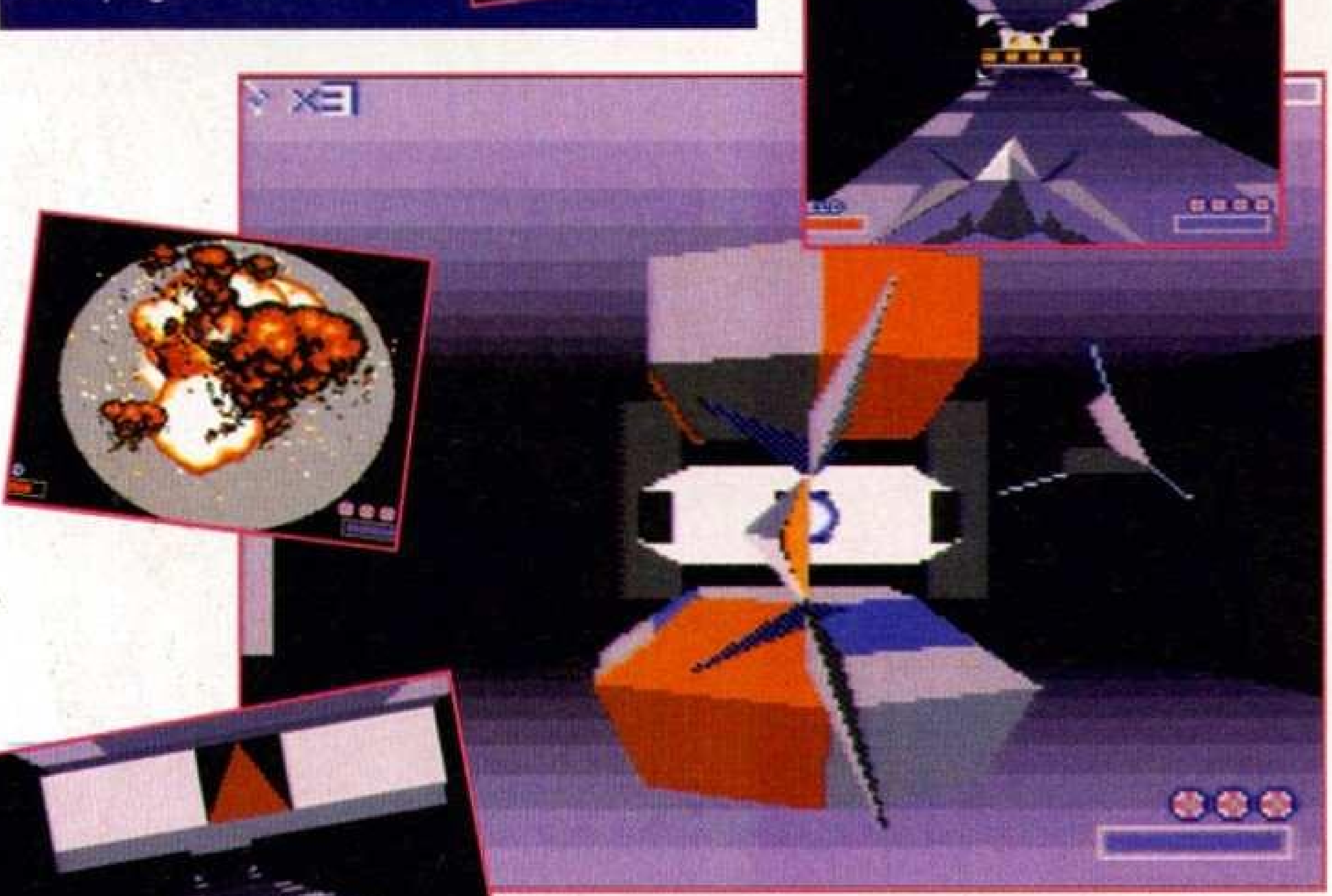
Dread Portal: There's nothing to fear with the arrow-marked gates inside of Sector Z's space station. The arrows indicate the direction in which the gates move. The first moves automatically whereas the others require a few shots of persuasion!

Cross!: The rising/falling gate midway down the alleyway of the space station is best tackled with Fox flying beneath it.





▲ The awesome Rock Crusher is not as deadly as its appearance would lead you to believe. Blast its Gun pods, Marlon!



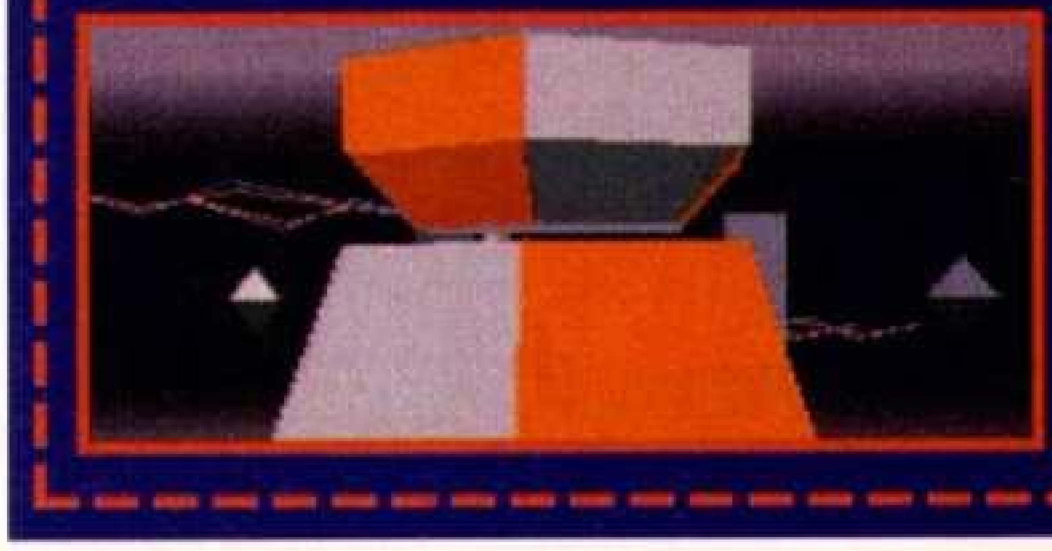
▼ The awesome Rock Crusher is not as deadly as its appearance would lead you to believe. Blast its Gun pods, Marlon!

WARNING!

BOSS 4 APPROACHING

ATOMIC BASE 11

The tactics employed with the Atomic Base II are exactly the same as those with the Atomic Base in Level One - blast away at the links between the drones and the power base. Only, this time, the satellite drones have a stronger link with the base. Consequently Fox has a limited time in which to blast away at its core. Take too long about it and the links are replaced leaving Fox to go through the whole process over and over until it final breaks for good.

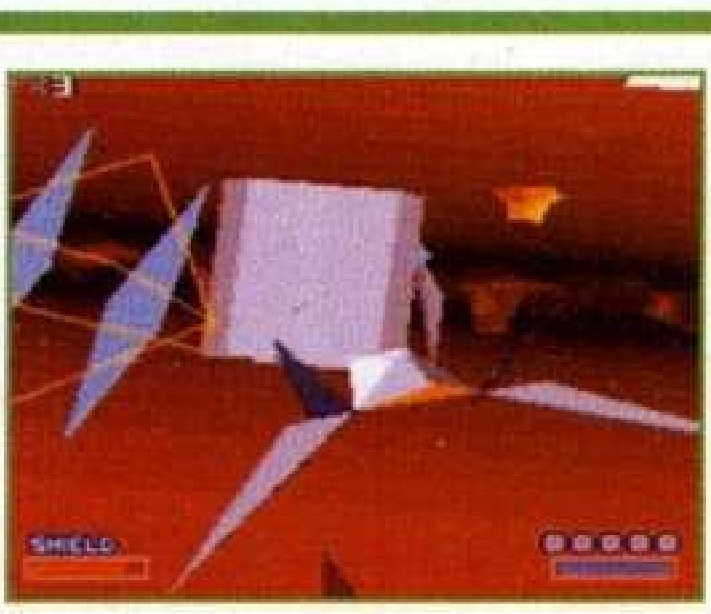


THE FIFTH MISSION
MACBETH

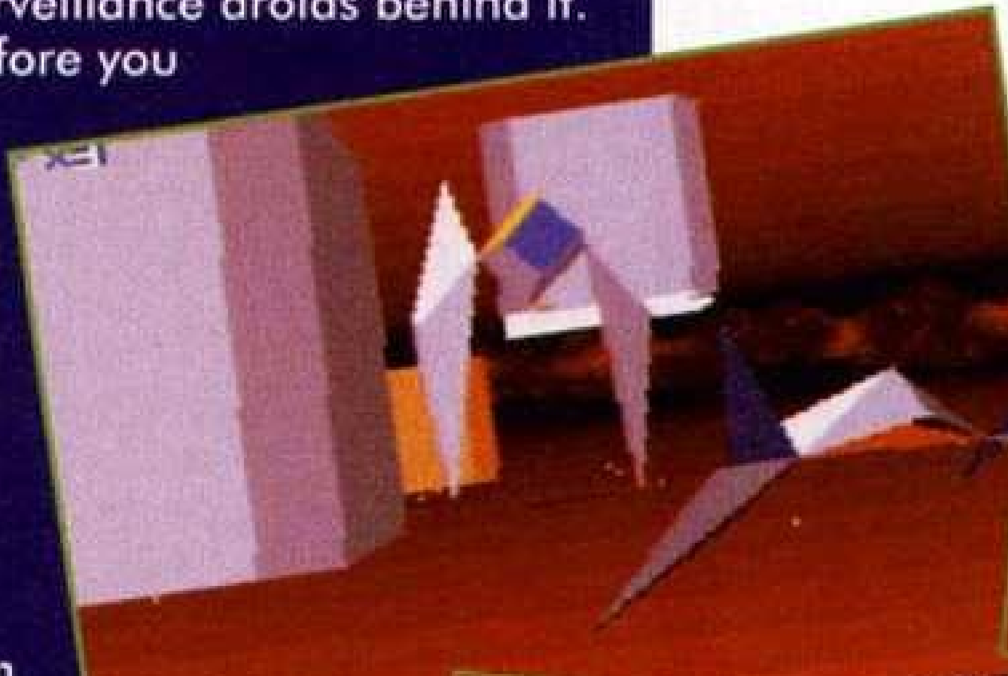
As long as Fox is methodical in his approach on Macbeth he has little worry.

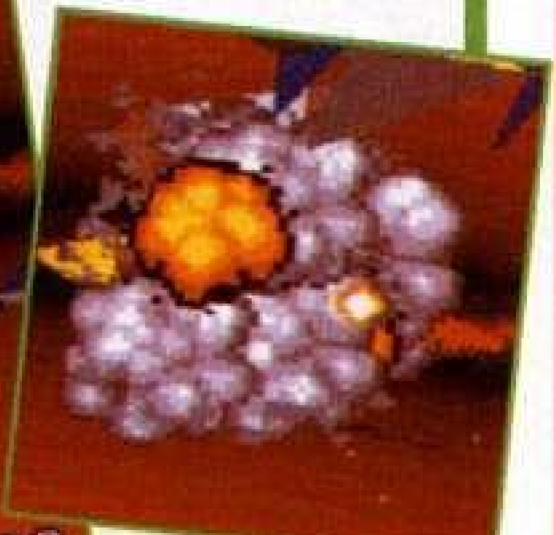
Beth blaster: Fox finds the Twin-Blast icon on Macbeth behind the second, squat block after the rock formations; the one with one of Andross' surveillance droids behind it. Use your retro's before you clear the block then bank sharply to collect this essential armament.

Eruption: A much needed shield lies beyond the piles of rocks being chucked from the first volcano that Fox meets. Though it seems like an impossible place to reach, Fox is able to blast the lava out of his way making for a safe passage. Make doubly sure, however, by thrusting the ARWING to safety at the last moment.



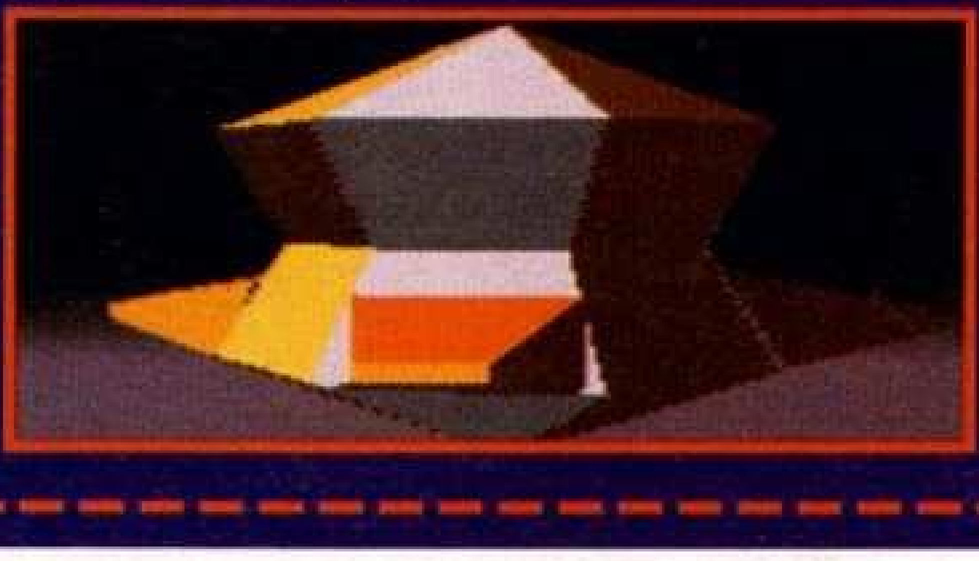
▲ At last, the evil tyrant at the centre of the evil goings-on is revealed to be a deadly cake tin. Or summink.

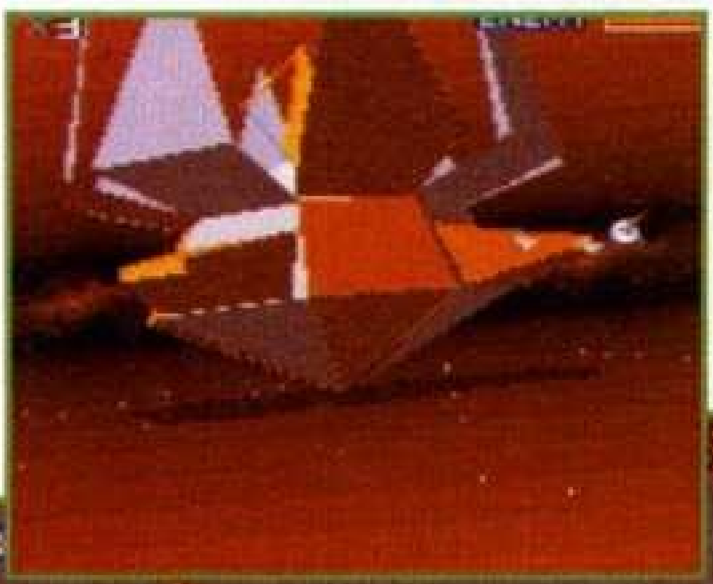


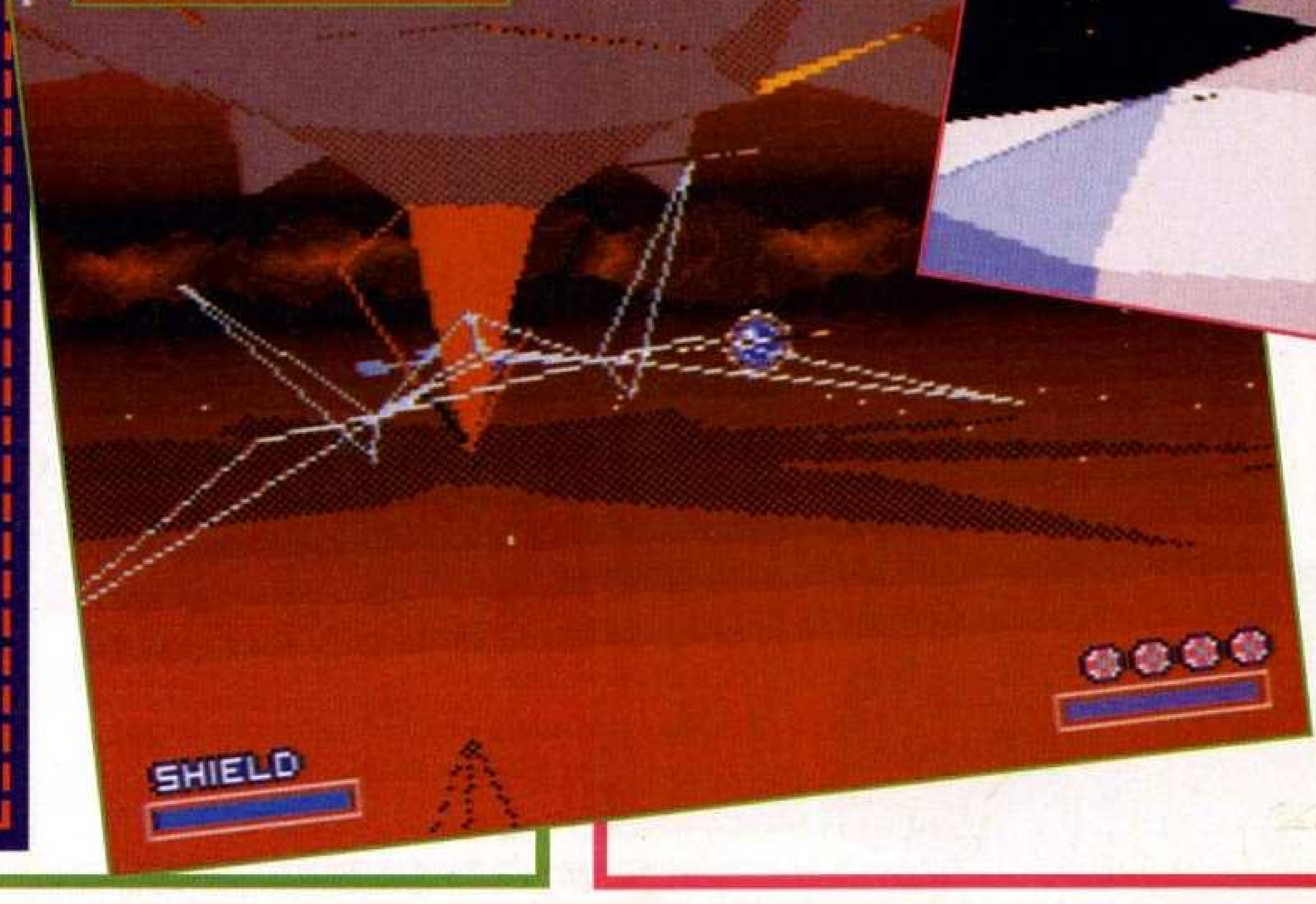


WARNING!
BOSS 5 APPROACHING
SPINNING CORE

There's little else that needs explaining on this stage because the answers are very straightforward. There are no surprises after the volcanoes have done their bit. Whatever the Spinning Core's purpose in life, it churns up a lot of dirt doing it! Have Fox shoot this away in exactly the same way as he does the volcanic ash to reveal the Spinning Core in all its filthy glory. The Core's first attack takes the form of cannon-fire from its many turrets. The next target lies beneath its bulk, at the top of the spike on which it's spinning. Evading the sphere's that orbit the Spinning Core's base is virtually impossible, so a healthy shield and good targeting is necessary.





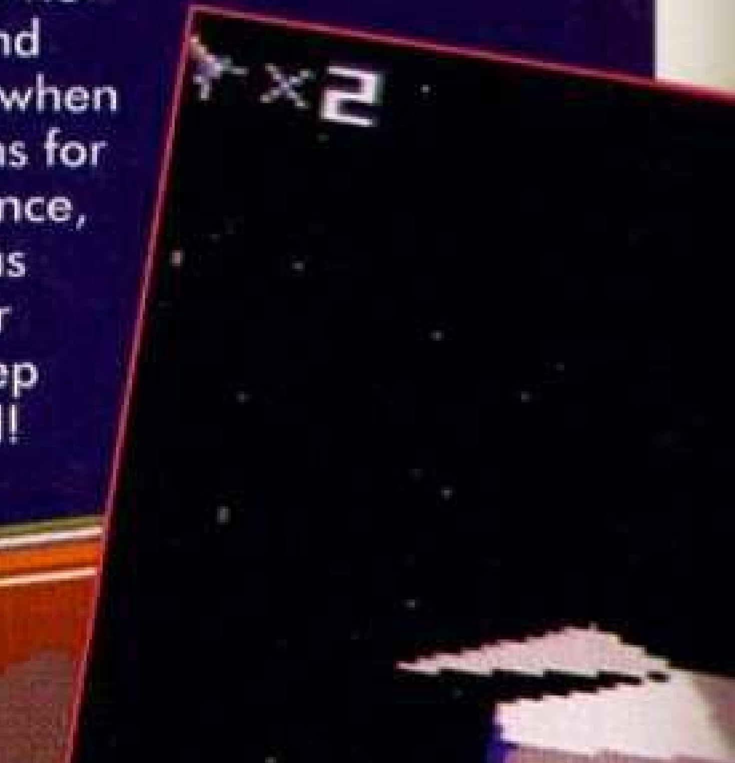


THE FINAL MISSION
VENOM

In this level Fox is pitted against Imperial ships with cloaking devices, missiles that divide into groups of four (as encountered in Level Two) and Surface-to-Air Missiles from the planet's surface. Here's what to watch out for amidst all the confusion:

Surround-pound: This marker comprises of a Nova-Bomb icon, surrounded by a group of several armed satellites. Use a Nova-Bomb to clear them away and have Fox fly directly through the centre of the blast, picking up the spare as he does so. By holding this course Fox encounters shield and Twin-Blast icons for the ARWING's protection!

Boid: Remember the whale in Sector Y? Well something similar lives in Venom's atmosphere. What is best described as a giant bird flies into view for Fox's benefit and drops shield-rings when shot. The conditions for the bird's appearance, however, are not as certain as those for the whale. Just keep Fox's paws crossed!



Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

×2
ENEMY
SHIELD
×3

▼ Yay! Let's play Battlestar Galactica. Whee!

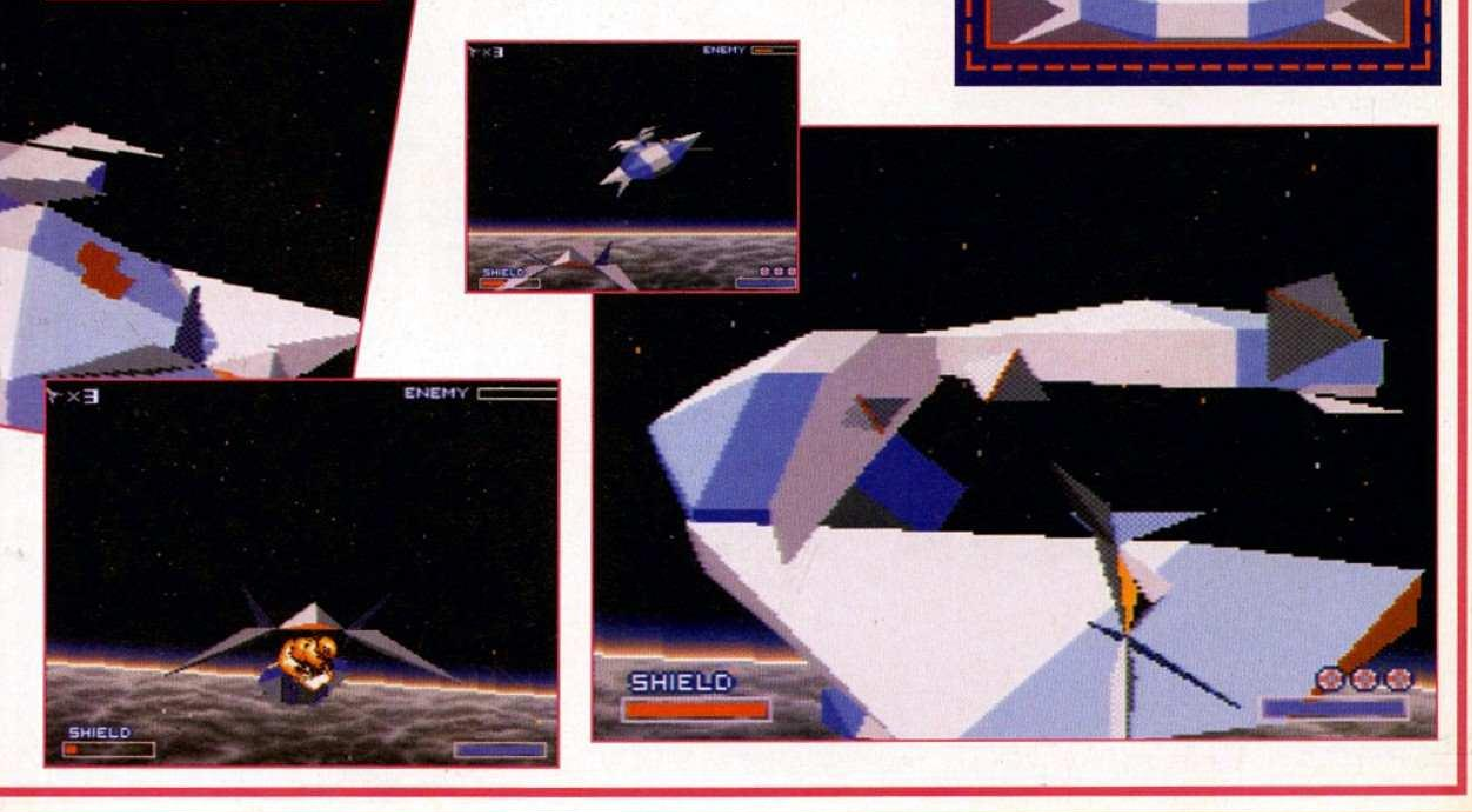
▼ Somewhere in this picture is the Great Commander. Can you find him, children?

WARNING!

BOSS 6 APPROACHING

GREAT COMMANDER

The three items mentioned above hold Fox in good stead for his confrontation with the Great Commander. Piecing itself together before Fox as some kind of intimidation tactic, Fox avoids the mines that the Great Commander blows out from one of its sections. Fox's first opportunity of attack comes when the commander makes its first fly-past. Despite its size, the Commander's weak points are two sets of three exhaust ports situated on either side of its flanks. The task of blowing each one away is made harder by their tendency to lower themselves from view, therefore becoming invulnerable! It takes all of Fox's nerve to survive the many approaches of the Commander and turn all of the ports into space dust. The Commander gets panicky after three ports are destroyed. So, once again Fox is required to barrel-roll his way out of trouble. This routine goes on for absolutely ages unless Fox has a couple of spare Nova-Bombs at his disposal.



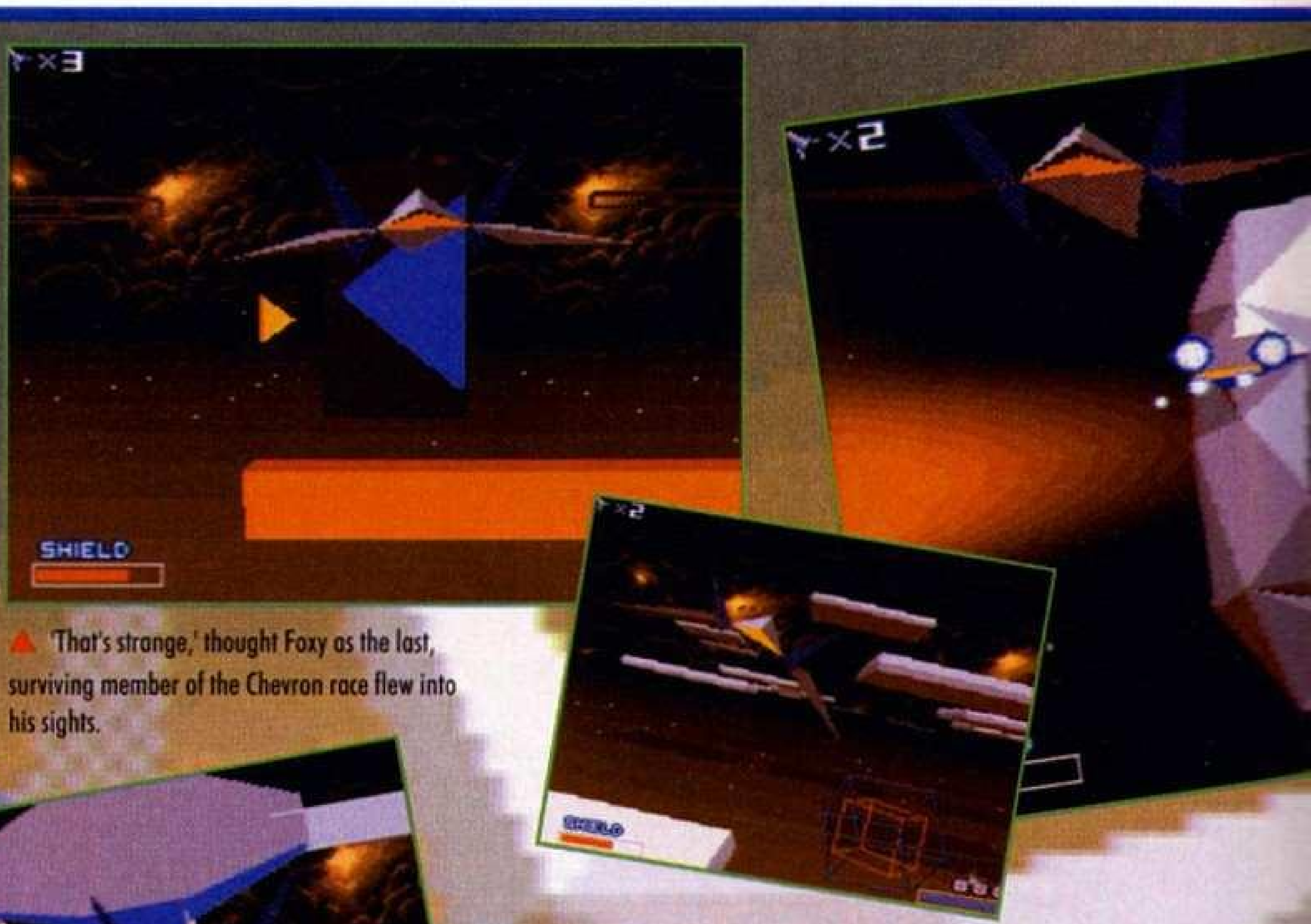
THE FINAL MISSION

VENOM-2

Nervous yet?: Level Three's route for this sneak attack on Andross' base is laden with surprises. The first thing that Fox needs to look out for is the shield icon that is sheltering beneath rows of falling blocks. This is reached by flying the ARWING on its wing keeping one eye on the gaps in the blocks in order to judge the safest path. By doing this the blocks fall to either side of the ARWING instead of crashing on Fox's head.

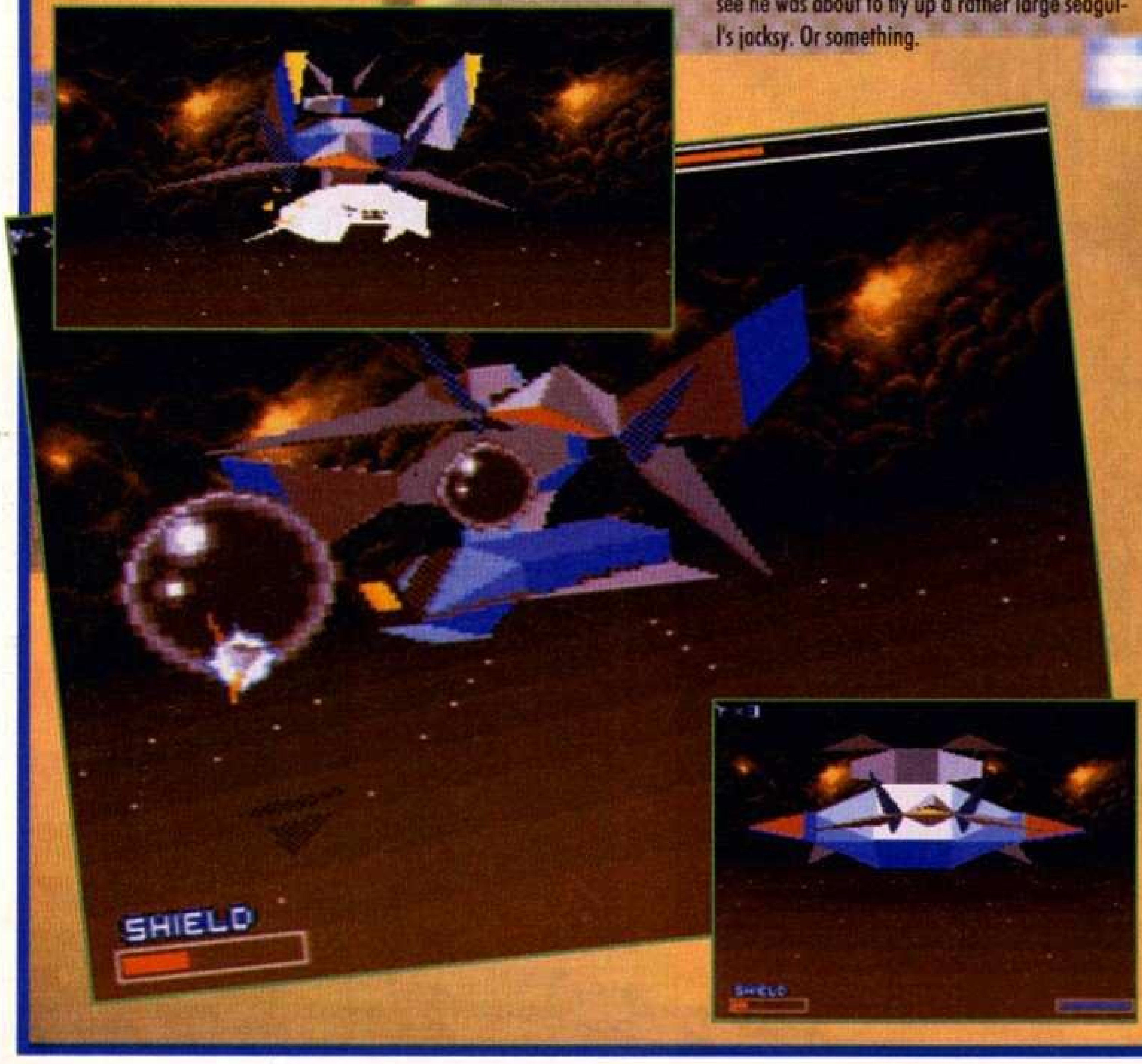
Flashin', rashin', sashin'....!: An annoying number of the sliding, arrowed blocks found in this level feature flashing blue/white arrows that have no fixed direction. Fox is required to shoot them in order to secure the arrows' directions but this often gives Fox short time to steer his ARWING out of harm's way! Spot these flashing-arrowed blocks from a distance or Fox is doomed!

Gimme! Gimme! Gimme!: The penultimate blaster icon is placed between two of the more forgiving, sliding blocks. Both these blocks' arrows are facing inwards and so it's up to Fox to switch them about so that he may fly between them and snatch this power-up.



▲ 'That's strange,' thought Foxy as the last, surviving member of the Chevron race flew into his sights.

▲ Having been distracted by a wave of enemy fighters, Fox was more than a little surprised to see he was about to fly up a rather large seagull's jacksy. Or something.

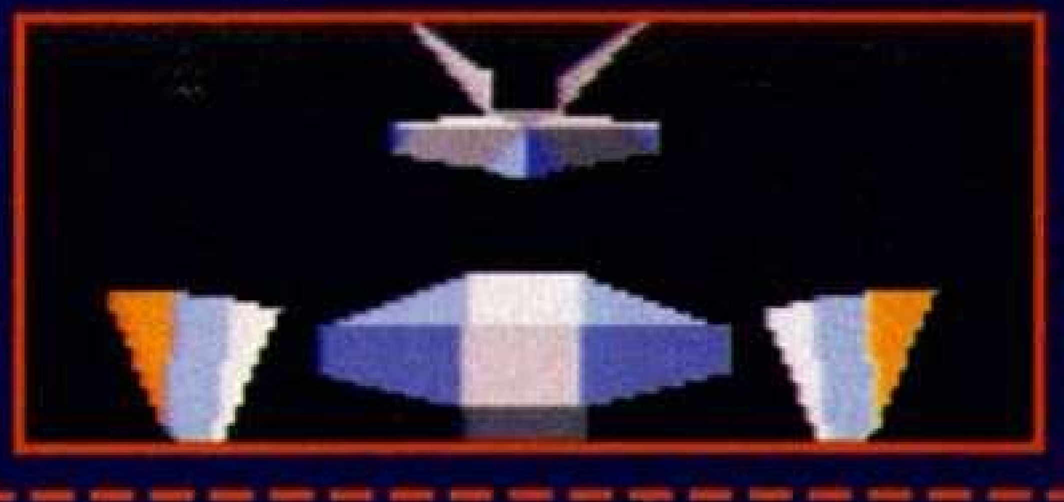


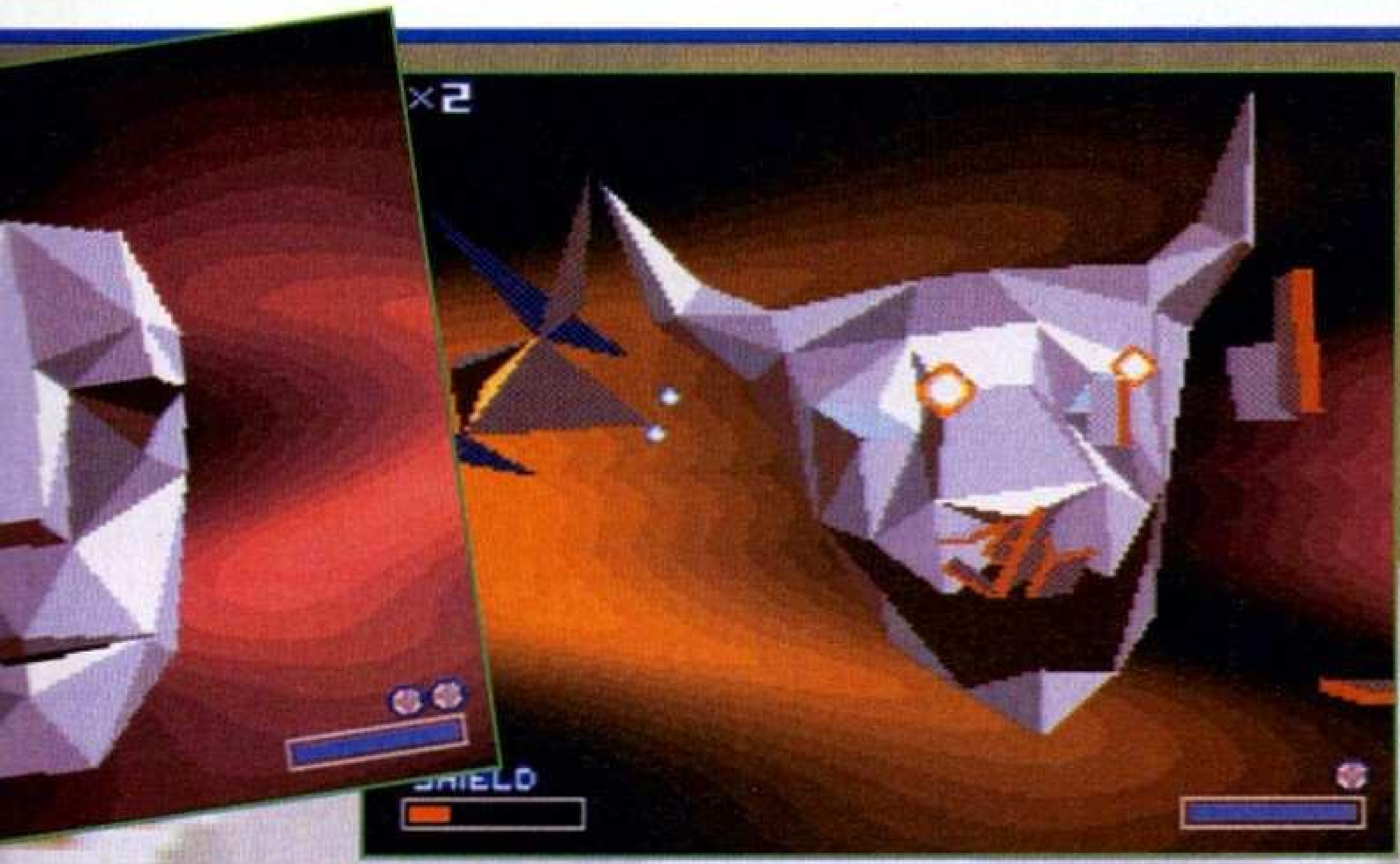
WARNING!

BOSS 6 RETURNING!

GREAT COMMANDER

Almost finally the Great Commander returns for another go. There now follows a sequel to the Rubik's cube demonstration seen above Venom, then the Commander turns its missiles on Fox. Repeatedly blast the missile port and make sure that as much damage as possible is inflicted here! This urgency is due to the Commander's next method of attack - its enormous balls! Yes indeed, the Great Commander's top section spins at an alarming rate, acting as a sling-shot for an infinite supply of giant ball-bearings! These balls are virtually unescapable. At times the game's collision detection gives Fox the benefit of the doubt but it is the pilot's skill that wins through in the end. Survive this onslaught for long enough and the Commander feigns defeat but any claims to an early victory are lost as the Commander now transforms into its final configuration. The bridge section flies in wide arcs around its main structure, attempting to ram Fox off the face of the planet and dropping miniature battle-ships that also attempt to crush the ARWING. Keep low and let the Commander pass through Fox's fire. Fox has made it this far, he is unlikely to fail now!



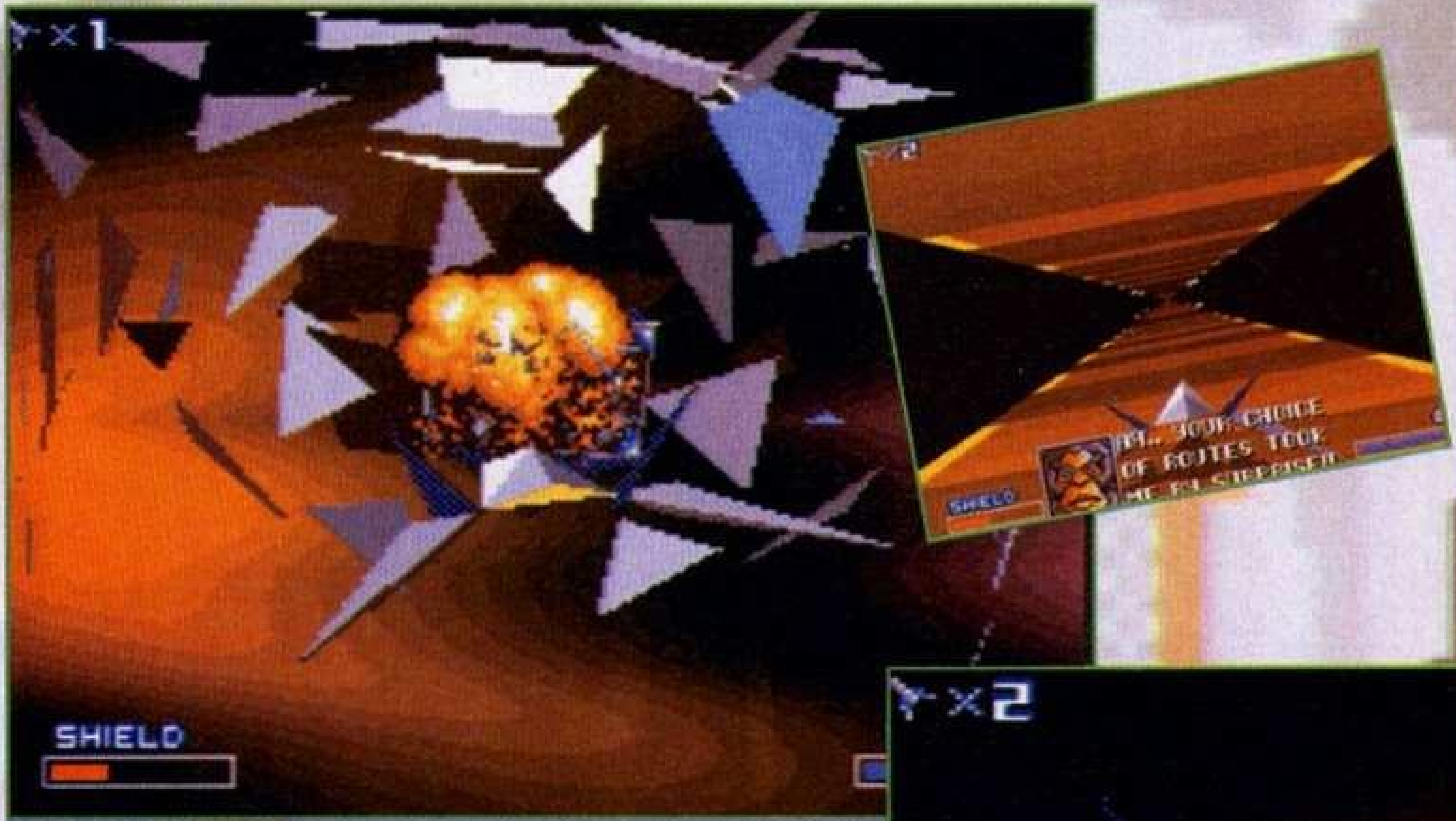


WARNING!

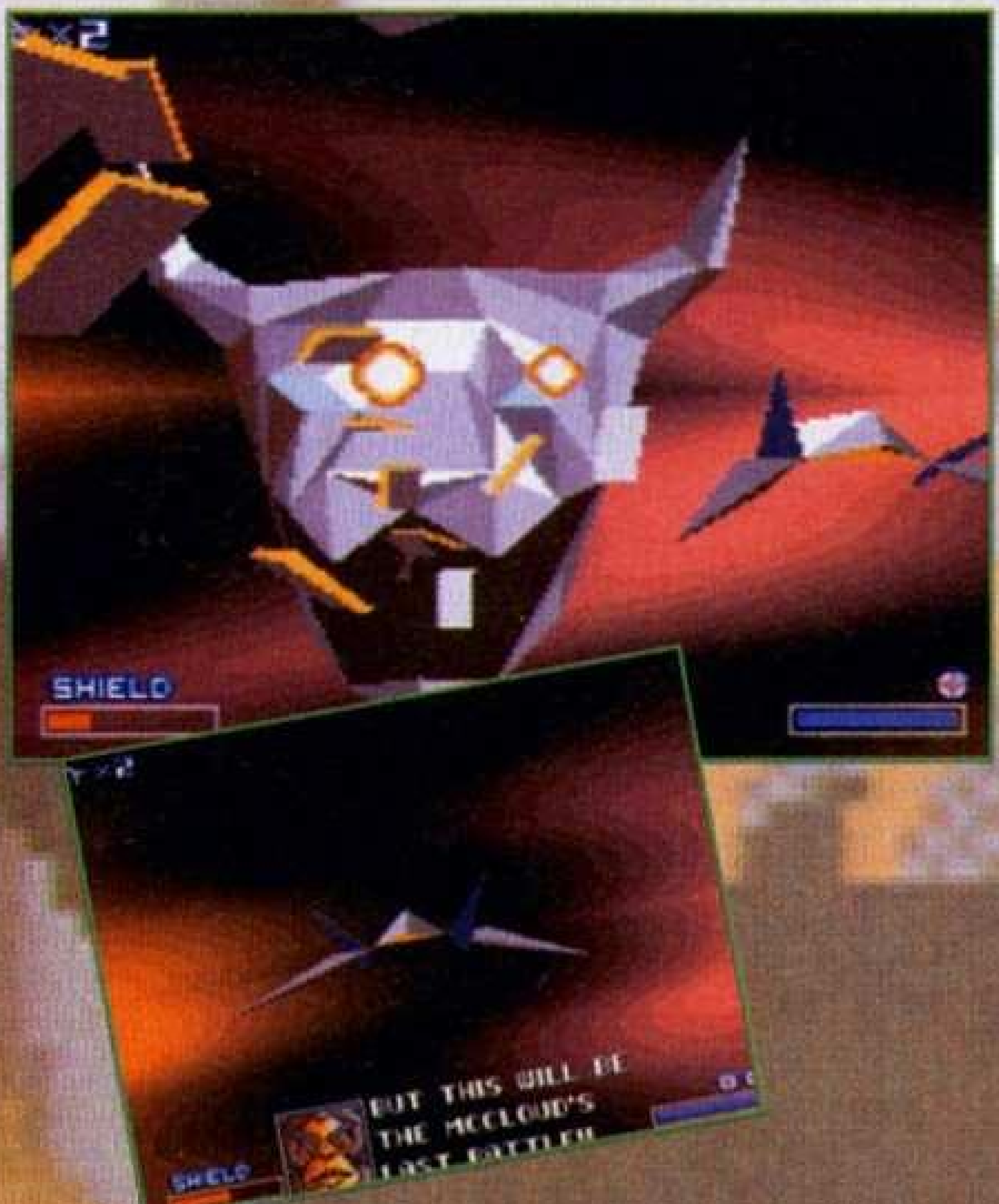
THE FINAL BOSS

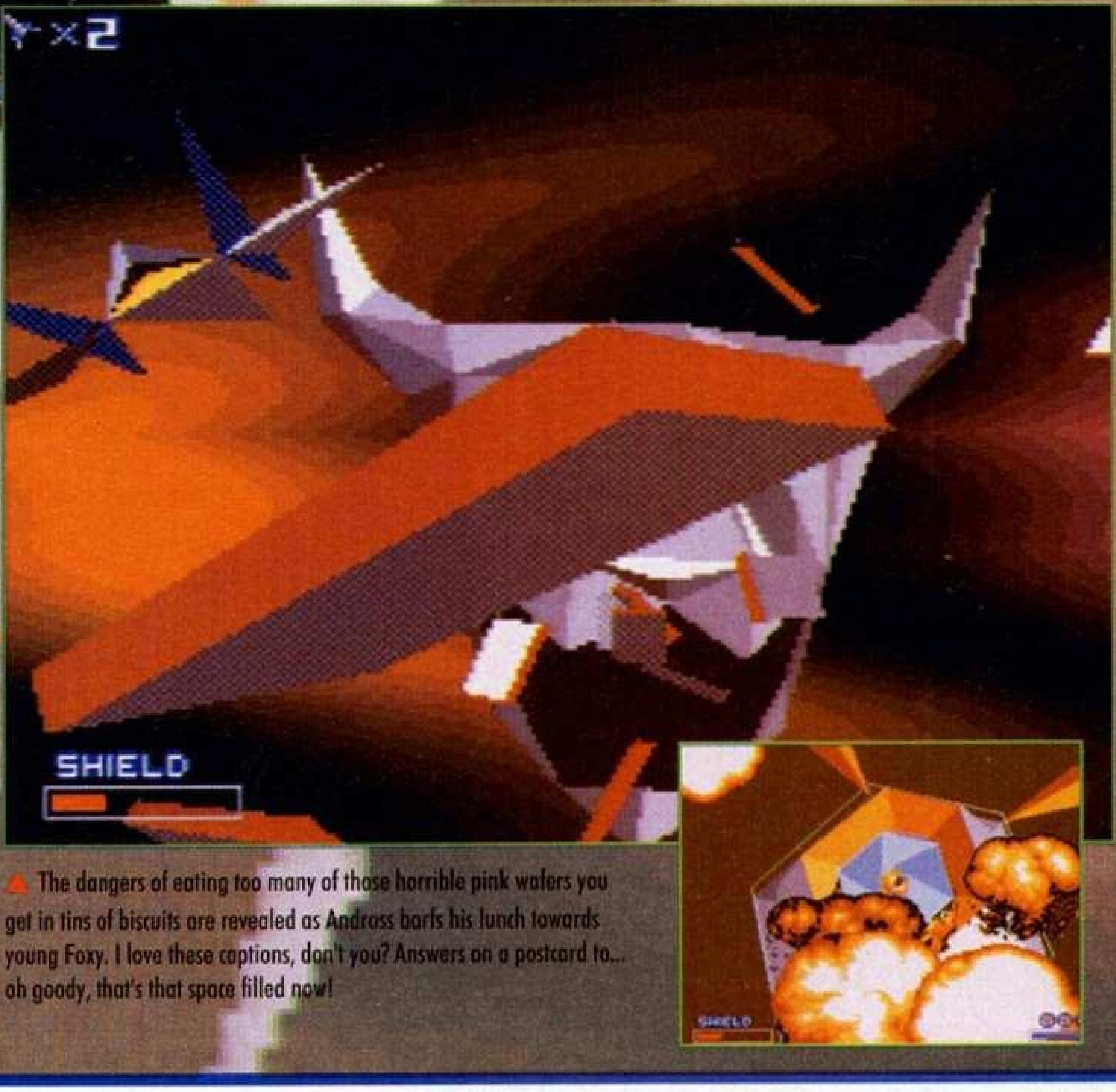
ANDROSS

The Great Commander is dead, but there's no time for celebrations because Andross is waiting! Once again Andross makes his threats and, once again, Fox shrugs them off. He's dealt with Andross before, right? Wrong! Andross goes through exactly the same motions as before and, for a while, it seems that the end of the game is in reach. The face splits and the cube is revealed only to reform into some kind of monster! Double Aieee! This horned head fires plasma bolts from its eyes and fills the screen with as many hazardous shapes as the FX chip can handle! Needless to say that Fox goes into a barrel-roll frenzy if he is to survive. Once more the eyes are the only weak spots. Blast these and Andross' doom is well and truly sealed!

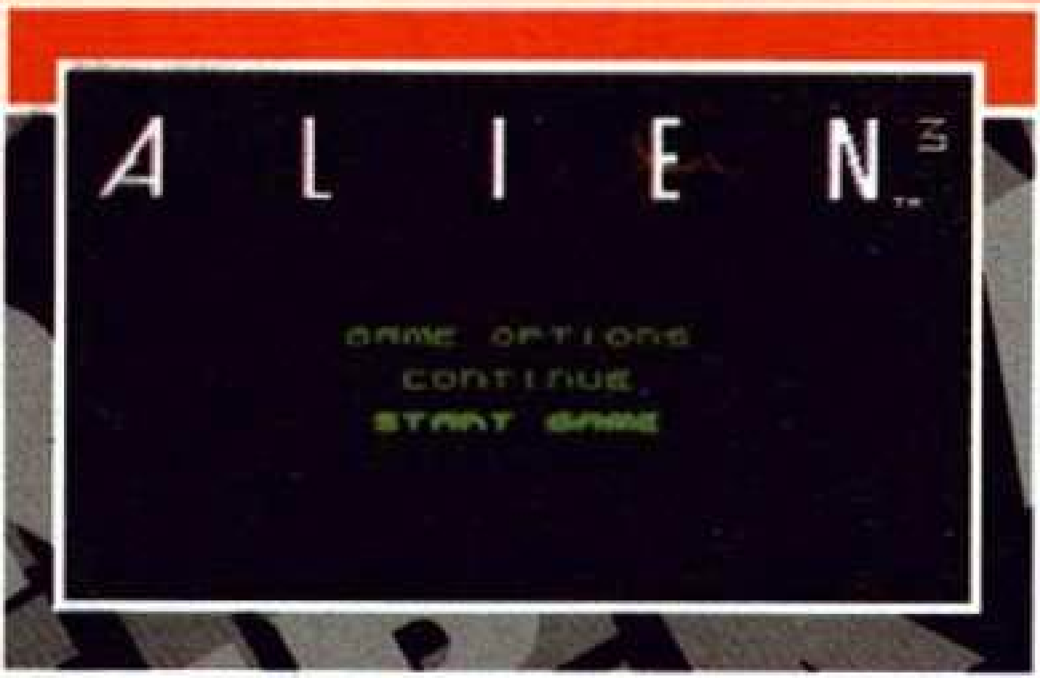


▲ Eeeek! A collection of triangles in defensive formation.





▲ The dangers of eating too many of those horrible pink wafers you get in tins of biscuits are revealed as Andross barfs his lunch towards young Foxy. I love these captions, don't you? Answers on a postcard to... oh goody, that's that space filled now!



Alien 3 is definitely one of the best Super NES games released in a while. There is, however, one tiny problem - it's ultra-blinking rocko dead hard, by Jimminy. One of the most hard-making aspects of the game is the fact that every time you want to check out where you are, or where you're supposed to go, you have to traipse halfway around the level to get to the nearest terminal. So, for the benefit of people without the patience to spend half their lives mapping the game (ie. most people), may we present our fine and upstanding guide to Alien 3, with handy hints and tips on each level alongside the necessary cartography. Plus there's a handy know-your-enemy index to all the evil xenomorphs you'll encounter along the way.

DOES HE BITE?

There are loads of different aliens in the game, and it's important to know just how threatening each one is to young Ripley. One thing to remember is that there are three colours of alien. The first is the normal kind of sludgy greeny-brown colour and these are the least threatening. Next up are the red ones which take a lot more damage to kill. Finally there's the black aliens which are incredibly rock-hard and take about a million shots before they finally kick the bucket. Below is a list of all the different extra terrestrials Ripley should expect to encounter and the damage they can inflict on her energy bar.

FACE HUGGERS These spritely chaps inflict a mere 4% of damage on our brave heroine. However, should they get hold of her face, a subsequent extra 4% is the order of the day.

BABY ALIENS Like the little thing that bursts out of John Hurt in the original. Tiny and very hard to shoot, plus they pack a mean 5% damaging bite.

DOG ALIENS Having gestated in canines these chaps assume a rather best-friend-like appearance. They also bite away 6% of energy, and spit acid which does 4% damage.

REGULAR ALIENS Good old aliens like we used to have in the old days. Spit 4% damage acid and bite to the tune of a whacking 8%.

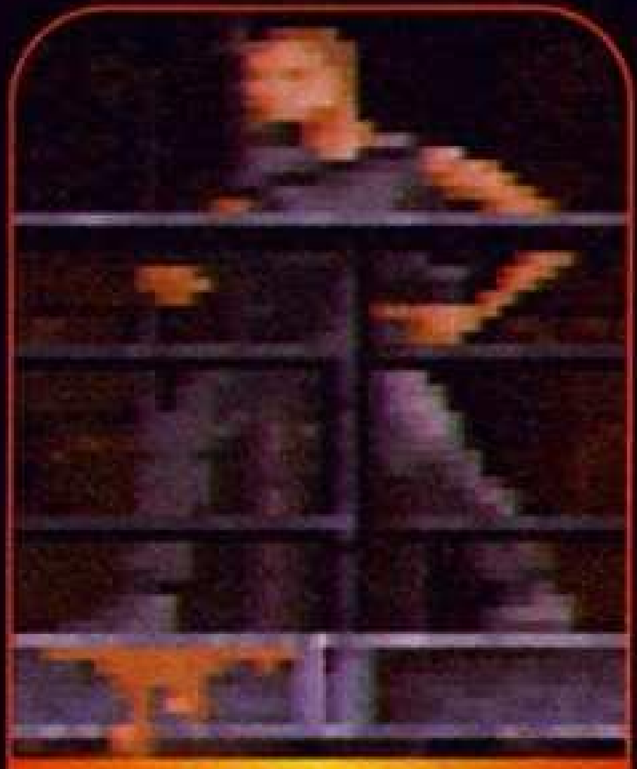
MOTHER ALIENS Not quite as big as the Queen Alien, but rather huge nonetheless. Their floating acid mist which homes in on Ripley is good for a massive 15% of damage, but her bite is even more ferocious, sapping 25% of Ripley's energy bar! Grelps!

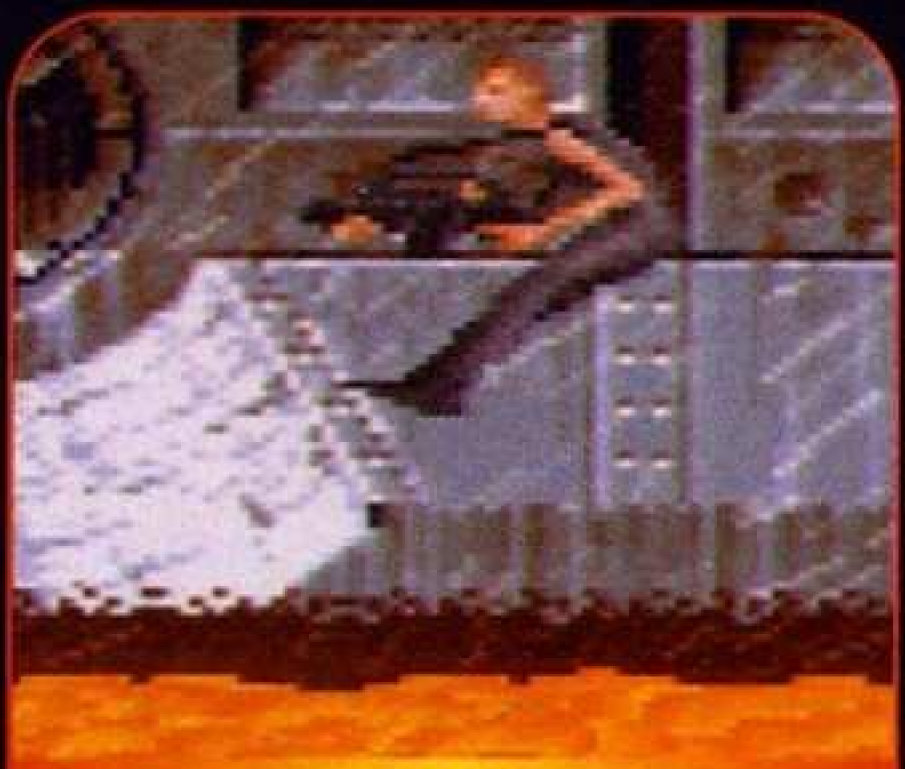
OTHER DANGEROUS STUFF

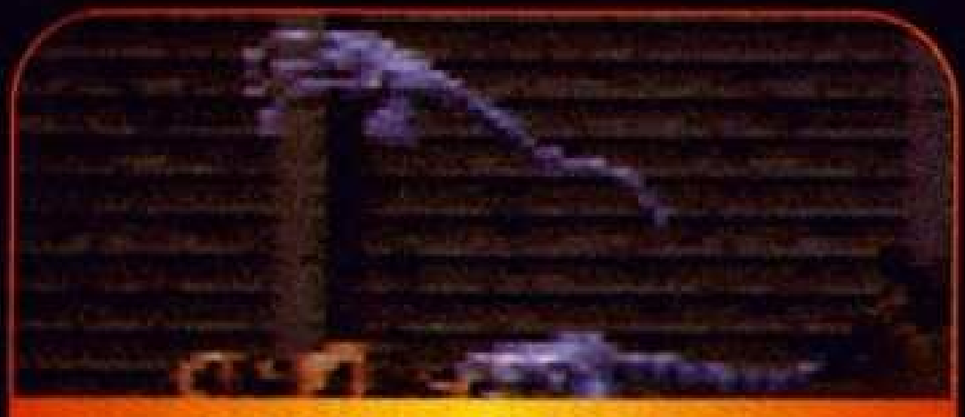
ACID DRIPS Dripping acid from ceilings collects in pools on the floor. This stuff is a bit nasty and does 6% worth of damage.

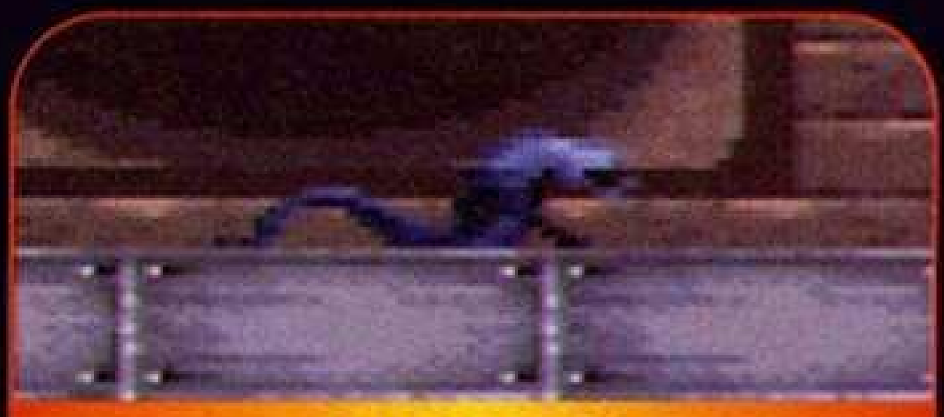
LAVA Oooh, this is very horrible, draining 30% of Ripley's energy and leaving nasty scorch marks on her dungarees.

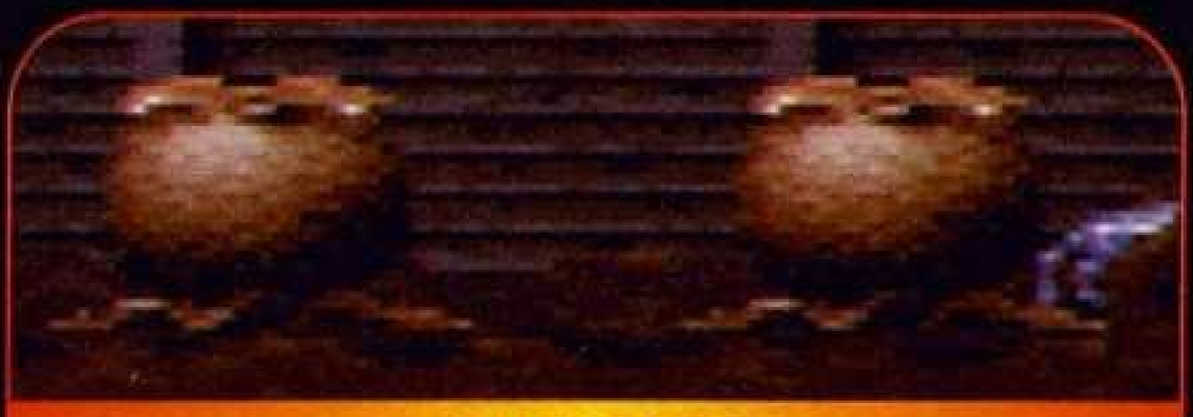
PODS Whilst not actually harming Ripley themselves, these pods release loads of face huggers when they open, which, coincidentally, is also the only time they're vulnerable.

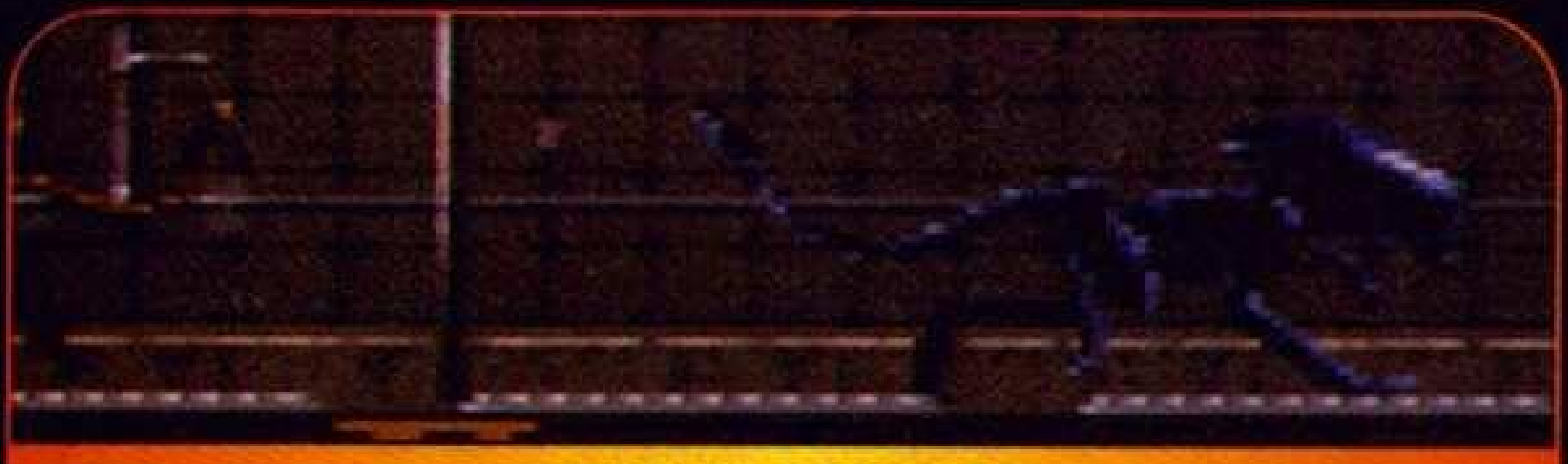

ACID DRIPS

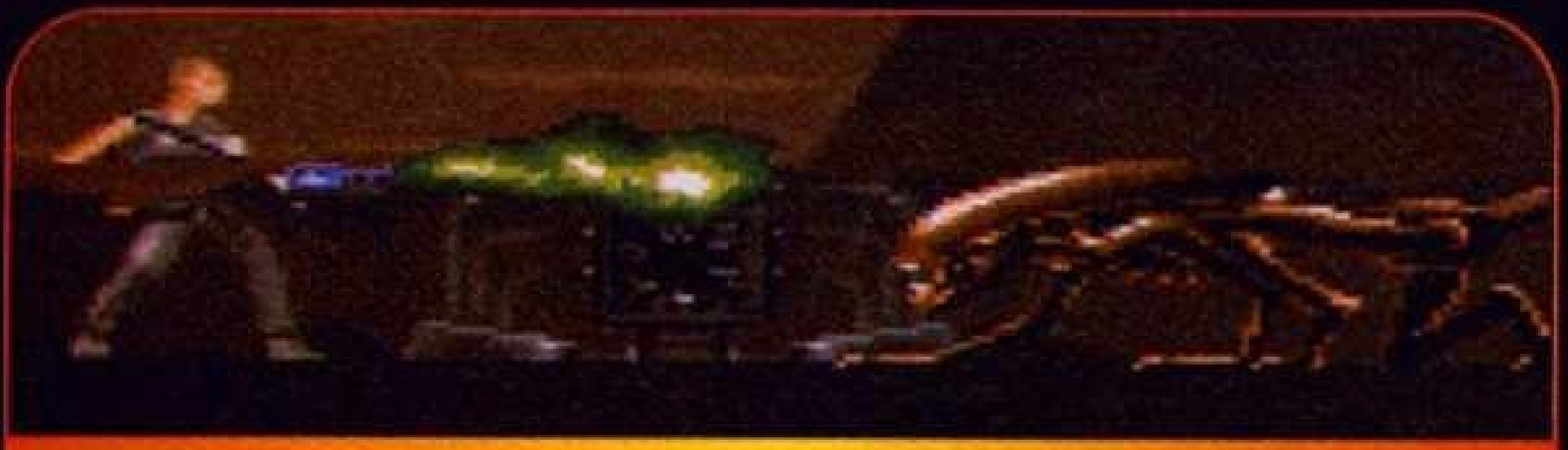

LAVA

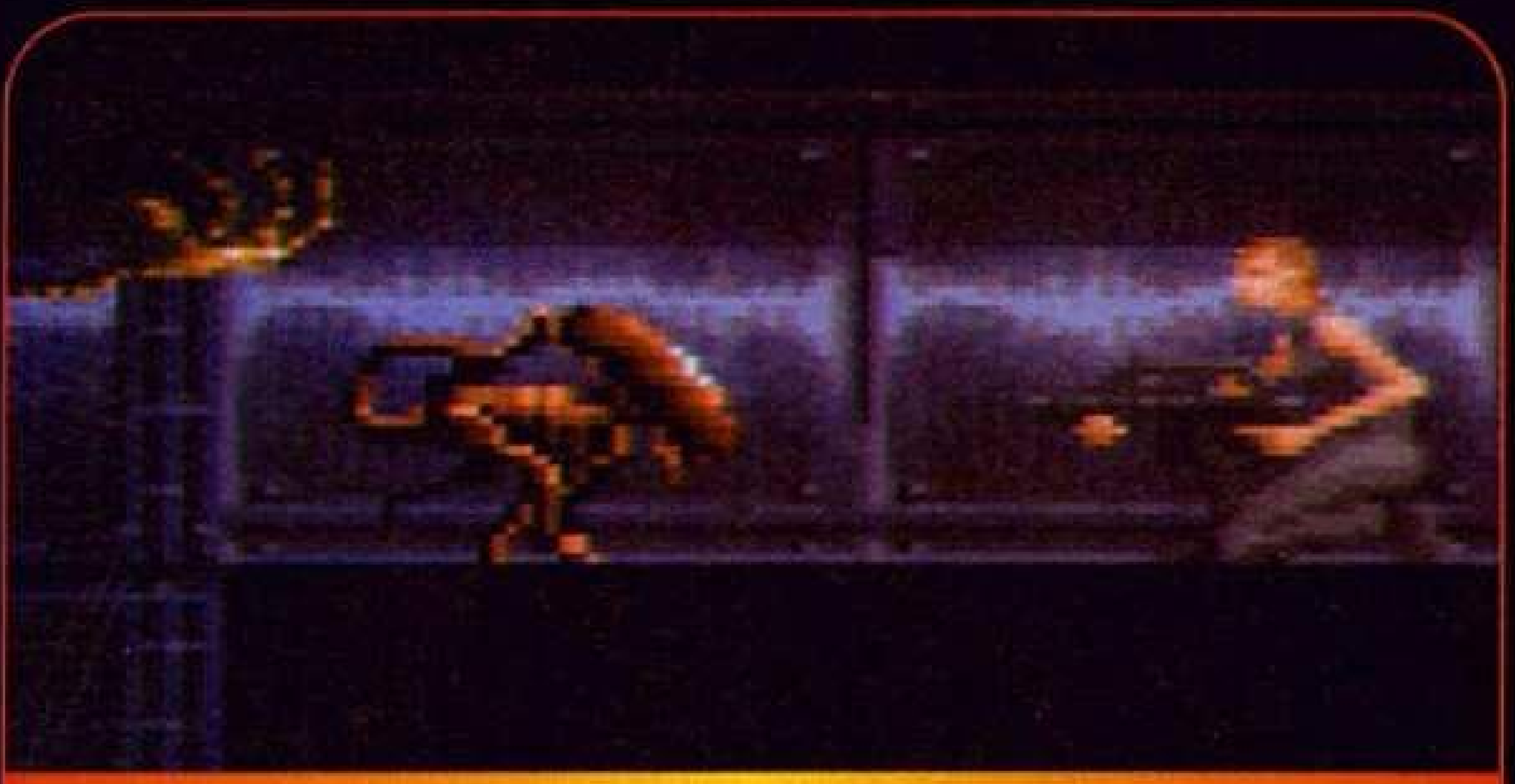

FACE HUGGERS


BABY ALIENS

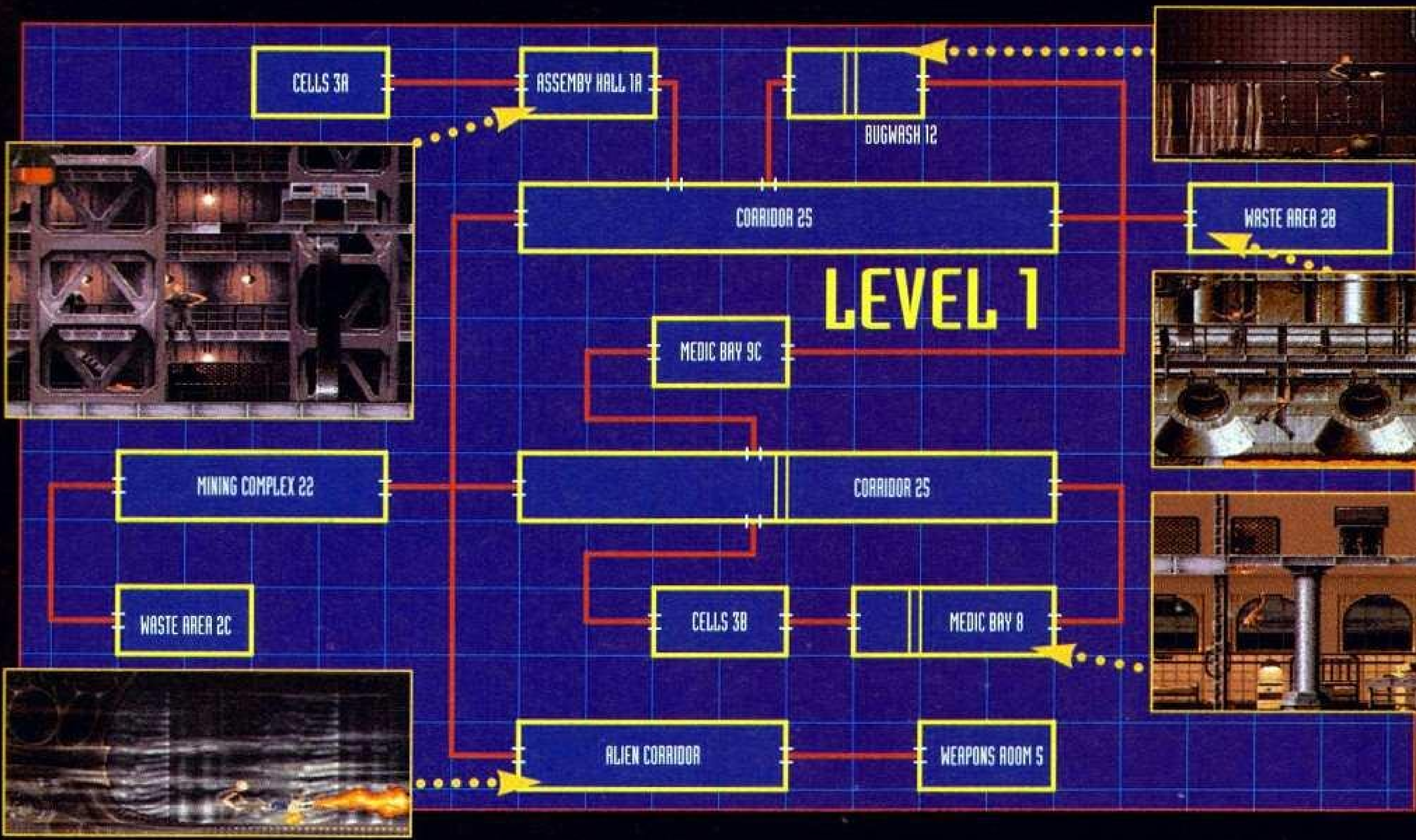

ALIEN PODS

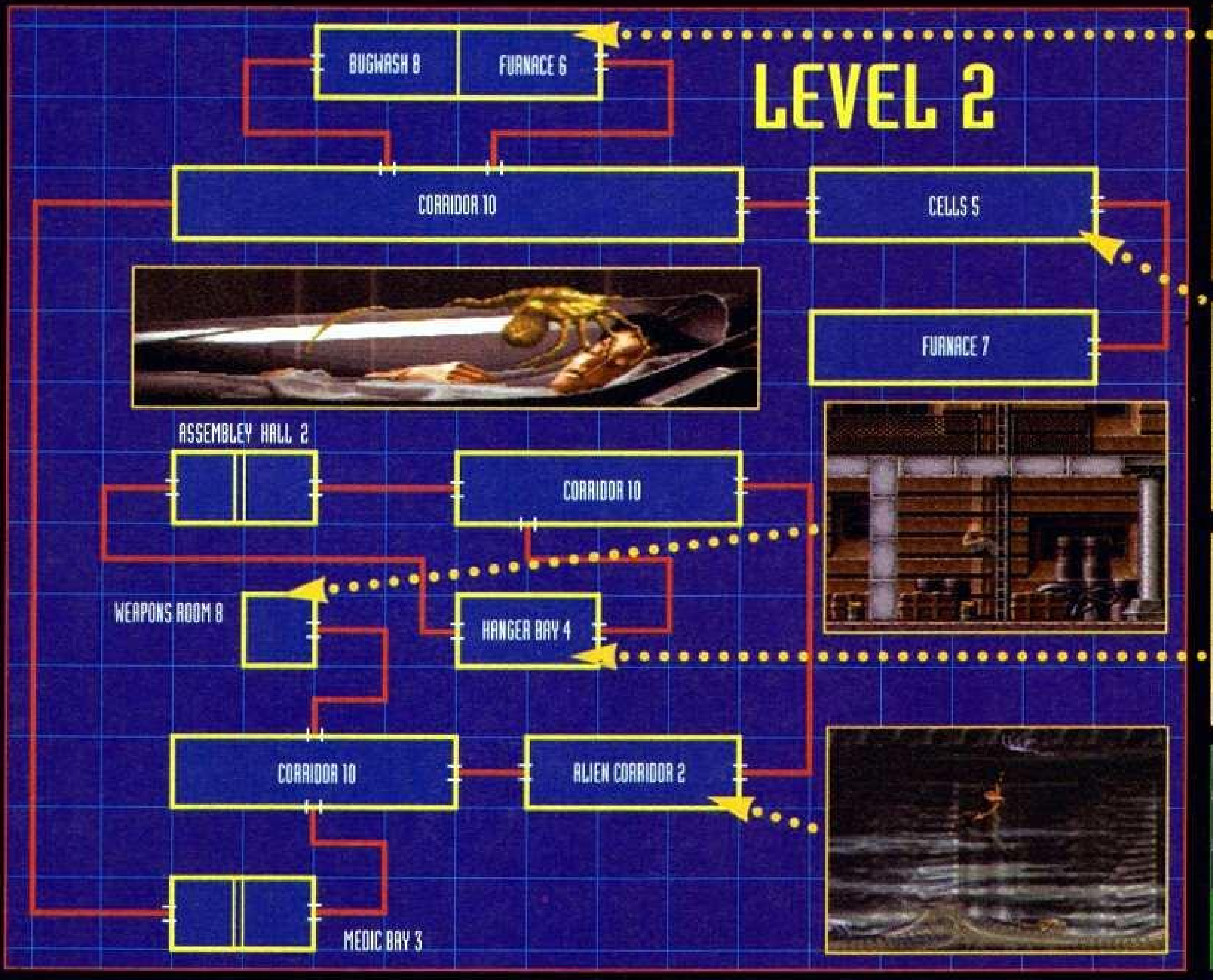

REGULAR ALIENS

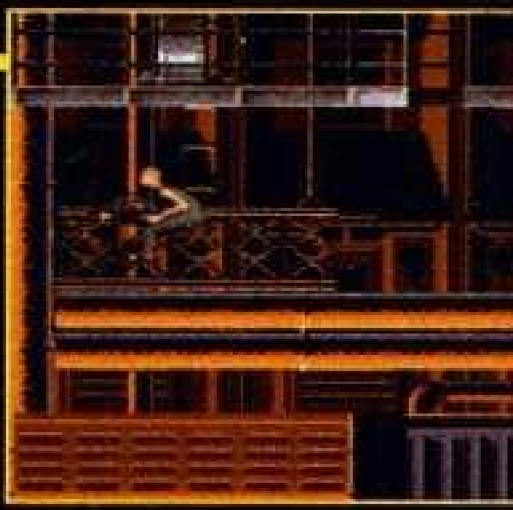

MOTHER ALIENS

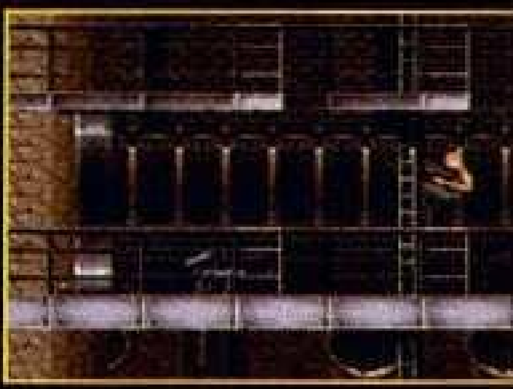

DOG ALIENS

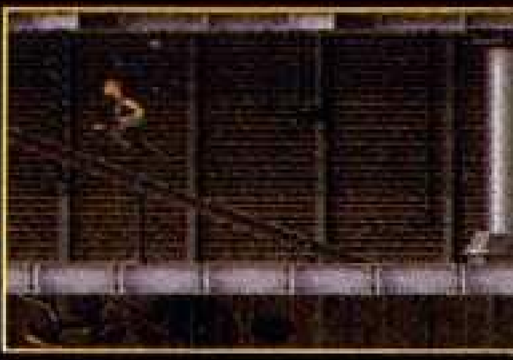
Well, armed with this tome of indispensable information, the quest against the Alien Queen Mother, or whatever, should be a whole lot easier. Mind you, judging by the end sequence, it's all a bit pointless from Ripley's point of view, isn't it?


CELLS 3A
ASSEMBY HALL 1A
BUGWASH 12
CORRIDOR 25
WASTE AREA 2B
LEVEL 1
MEDIC BAY 9C
MINING COMPLEX 22
CORRIDOR 25
WASTE AREA 2C
CELLS 3B
MEDIC BAY 8
ALIEN CORRIDOR
WEAPONS ROOM 5

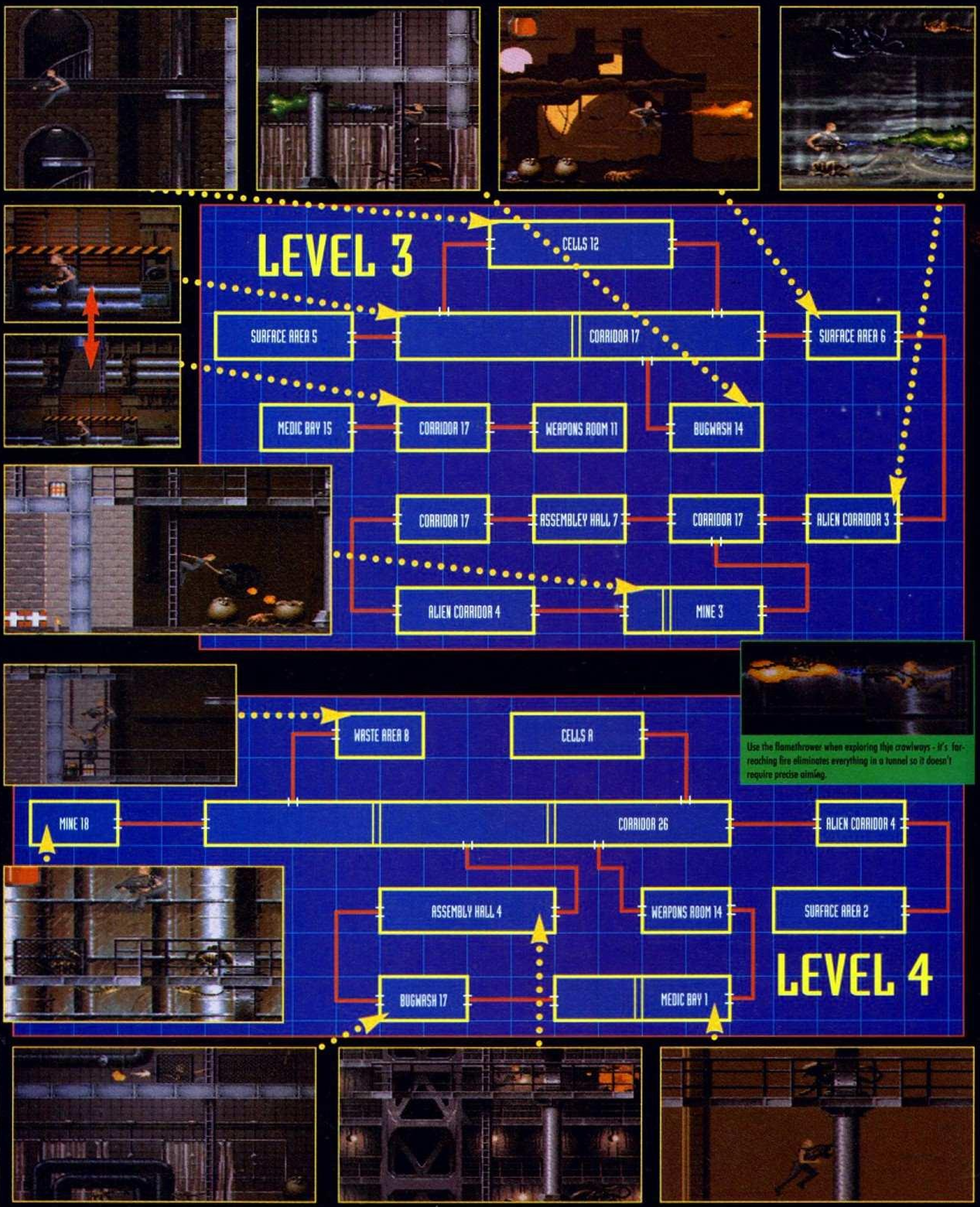

BUGWASH 8
FURNACE 6
LEVEL 2
CORRIDOR 10
CELLS 5
FURNACE 7
ASSEMBLEY HALL 2
CORRIDOR 10
WEAPONS ROOM 8
HANGER BAY 4
CORRIDOR 10
ALIEN CORRIDOR 2
MEDIC BAY 3



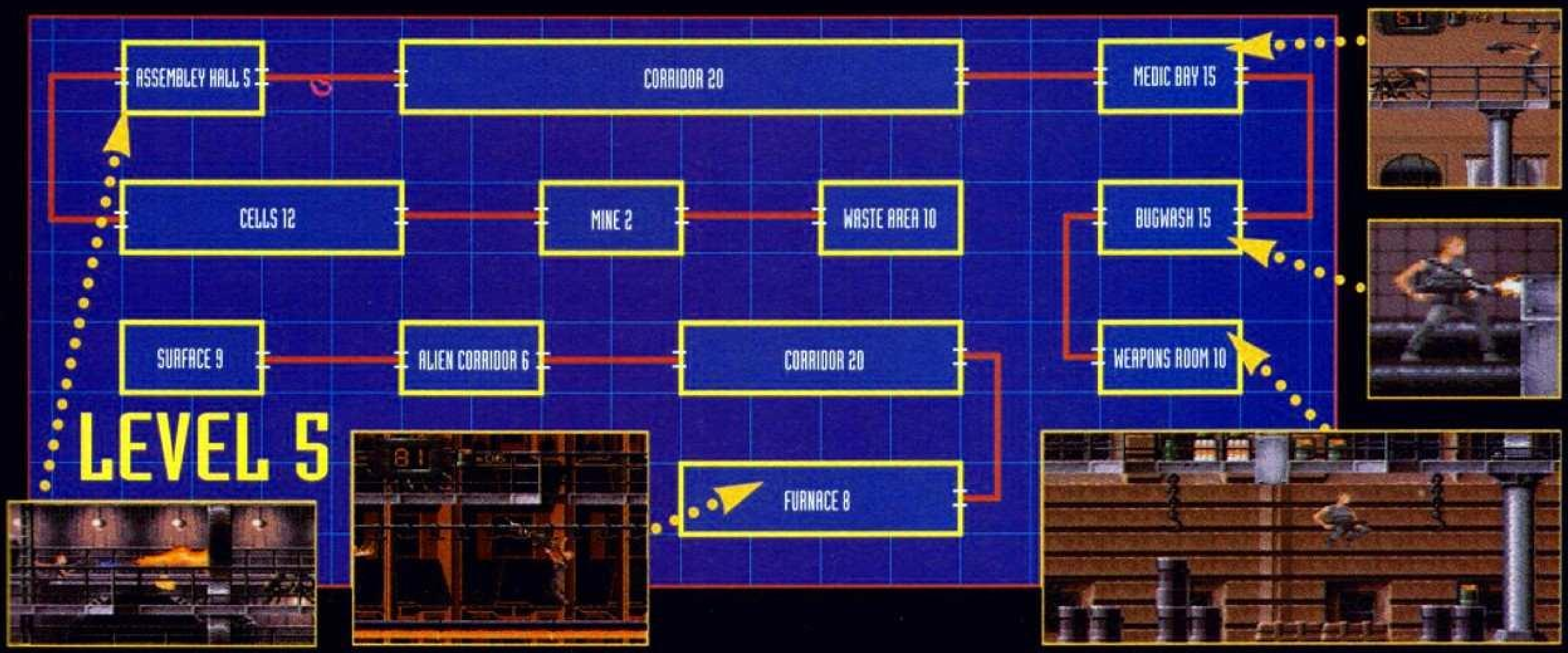


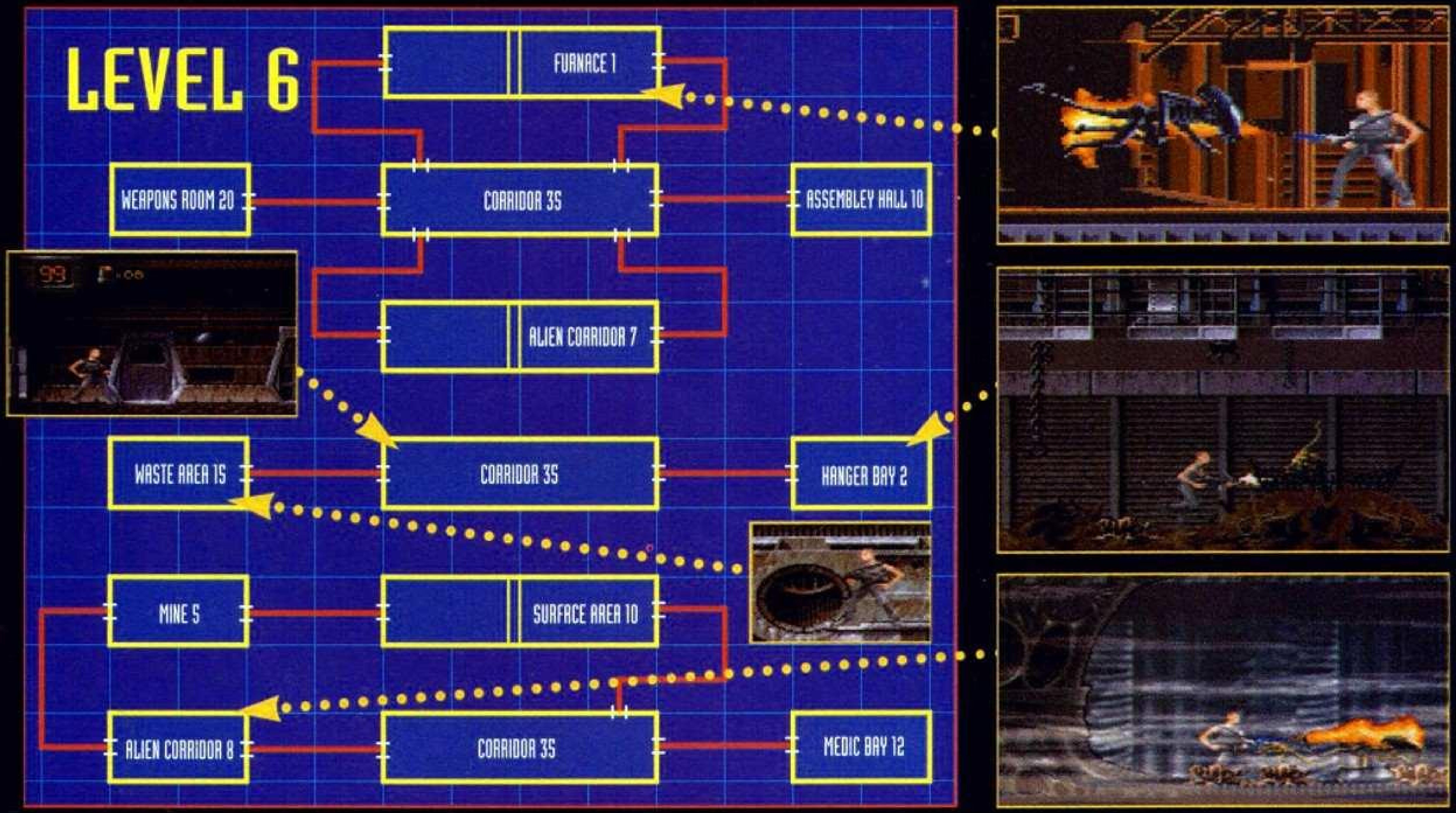


The rocket launcher and flame thrower are the two best choices for destroying eggs, although ammo for the former is very limited.

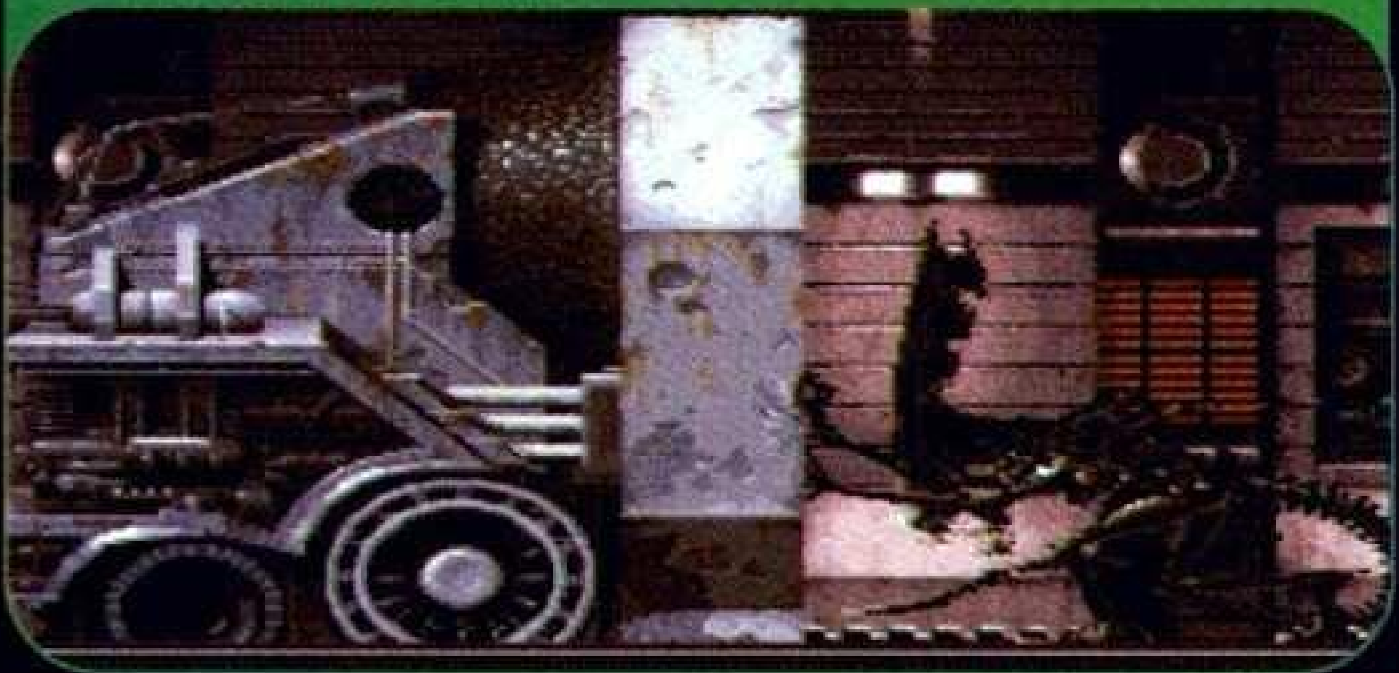

LEVEL 3
CELLS 12
SURFACE AREA 5
CORRIDOR 17
SURFACE AREA 6
MEDIC BAY 15
CORRIDOR 17
WEAPONS ROOM 11
BUGWASH 14
CORRIDOR 17
ASSEMBLEY HALL 7
CORRIDOR 17
ALIEN CORRIDOR 3
ALIEN CORRIDOR 4
MINE 3
WASTE AREA 8
CELLS A
MINE 18
CORRIDOR 26
ALIEN CORRIDOR 4
ASSEMBLY HALL 4
WEAPONS ROOM 14
SURFACE AREA 2
BUGWASH 17
MEDIC BAY 1
LEVEL 4

Use the flamethrower when exploring thje crawlways - it's far-reaching fire eliminates everything in a tunnel so it doesn't require precise aiming.

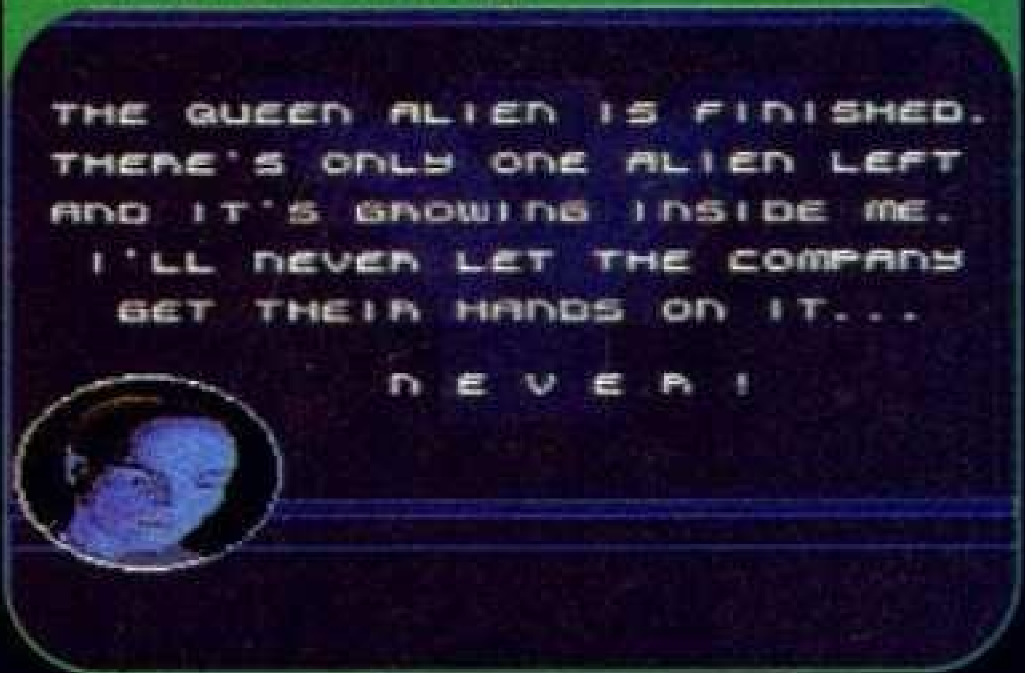

ASSEMBLEY HALL 5
CORRIDOR 20
MEDIC BAY 15
CELLS 12
MINE 2
WASTE AREA 10
BUGWASH 15
SURFACE 9
ALIEN CORRIDOR 6
CORRIDOR 20
WEAPONS ROOM 10
LEVEL 5
FURNACE 8


LEVEL 6
FURNACE 1
WEAPONS ROOM 20
CORRIDOR 35
ASSEMBLEY HALL 10
ALIEN CORRIDOR 7
WASTE AREA 15
CORRIDOR 35
HANGER BAY 2
MINE 5
SURFACE AREA 10
ALIEN CORRIDOR 8
CORRIDOR 35
MEDIC BAY 12

Complete the game and this is the spectacle which awaits you. First of all, the Queen Mother Alien is pushed to her fiery doom by a large bit of machinery...

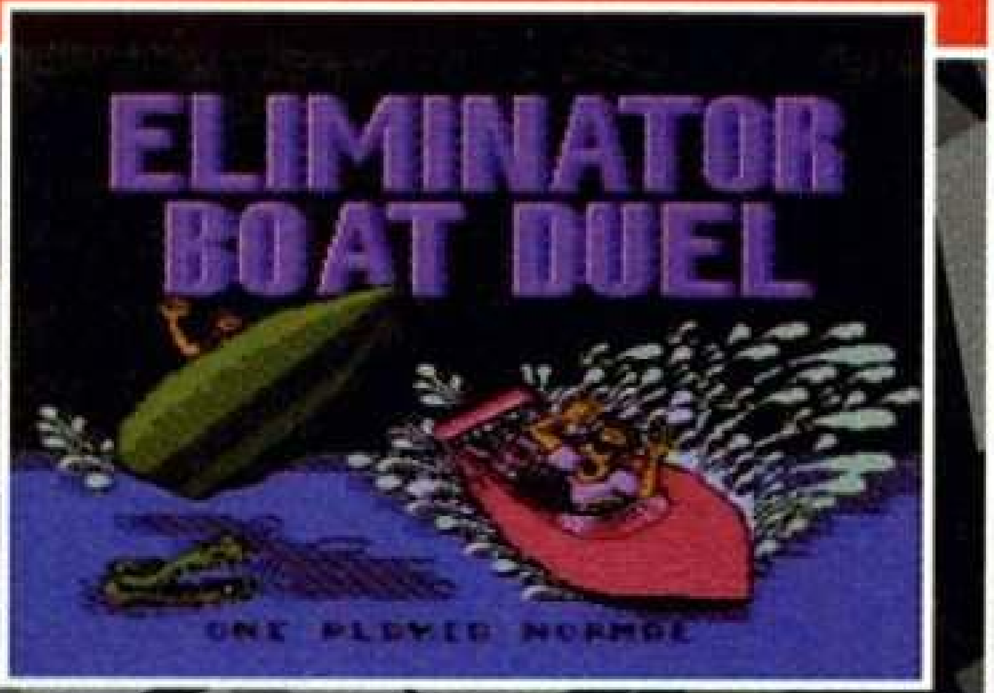


Then Ripley makes her final, heart-rending journal entry. Just how will she stop the company getting the xenomorph egg..?



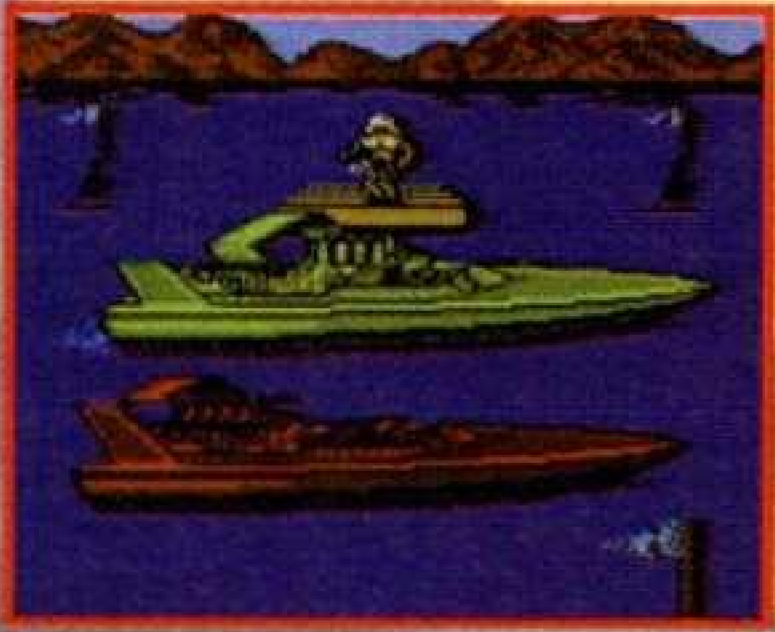
THE QUEEN ALIEN IS FINISHED.
THERE'S ONLY ONE ALIEN LEFT
AND IT'S GROWING INSIDE ME.
I'LL NEVER LET THE COMPANY
GET THEIR HANDS ON IT...
NEVER!

Yes, to save the human race, Ripley tops herself, with her new-born baby alien just showing his little face.



Eliminator Boat Duel is one of the best new releases for the NES in ages, and anyone who has played it on Expert level knows how challenging it gets. However, the real taxation starts in two-player mode when you battle against an equally cunning human opponent. So, to help you beat both the computer and your friends, may we present the NMS Eliminator Boat Duel players' guide. Oh go on, may we...

GETTING A GOOD START



Getting a good start is pretty important. Not only does victory in the side-view department give you a comfortable lead, but it may also reap financial recompense. To be sure you triumph every time simply wait until the starting girl bends her knees. Now, as soon as she begins to straighten her legs, hit your accelerator button. Don't wait for the flag to start waving or you'll be completely left behind.

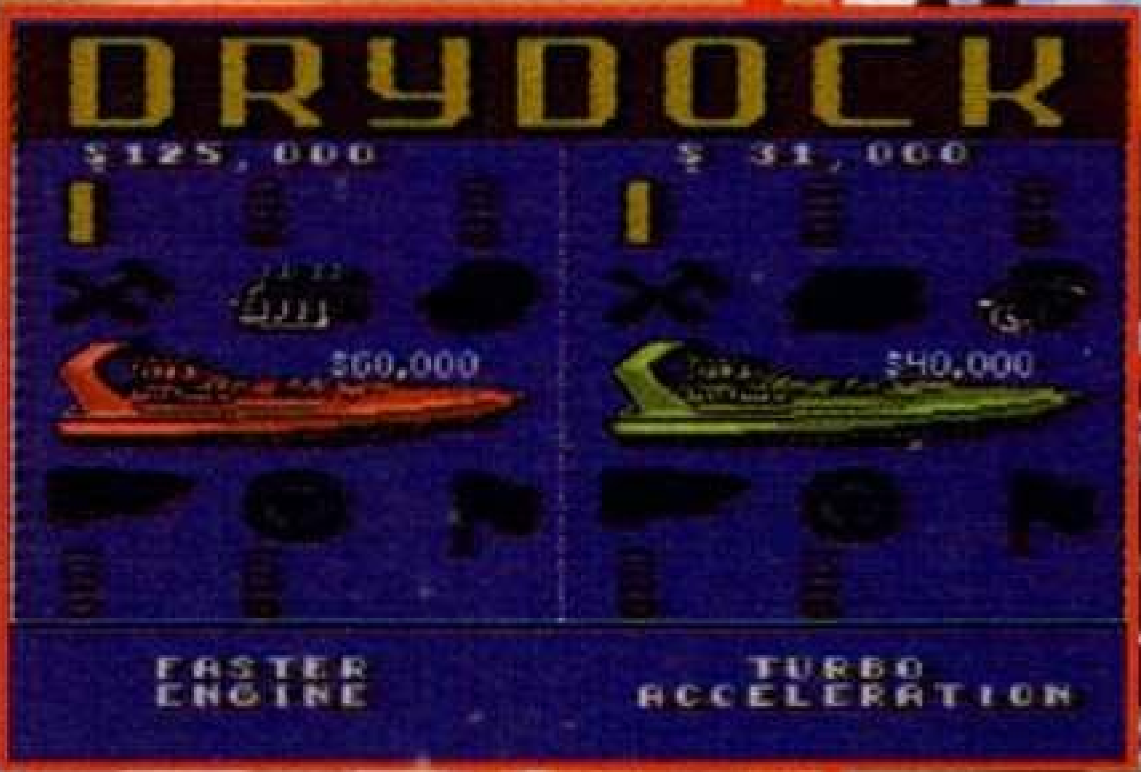
SMASHING UP SOME BOATS

One of the first things to remember concerns the vulnerability of the boats. After a few knocks your craft loses speed and manoeuvrability. Equally important to remember is that the same applies to your opponent - so make sure they incur as much damage as possible. The easiest way to do this is to use all the ramps and jumps to launch yourself onto your rival, thus damaging their boat. Similarly, the turbo-boosting effects of nitro can be used to achieve the same results. Don't use crabs, crocodiles or similar dangerous wildlife to propel your jump, however, as this does as much harm to your boat as to your foe's.

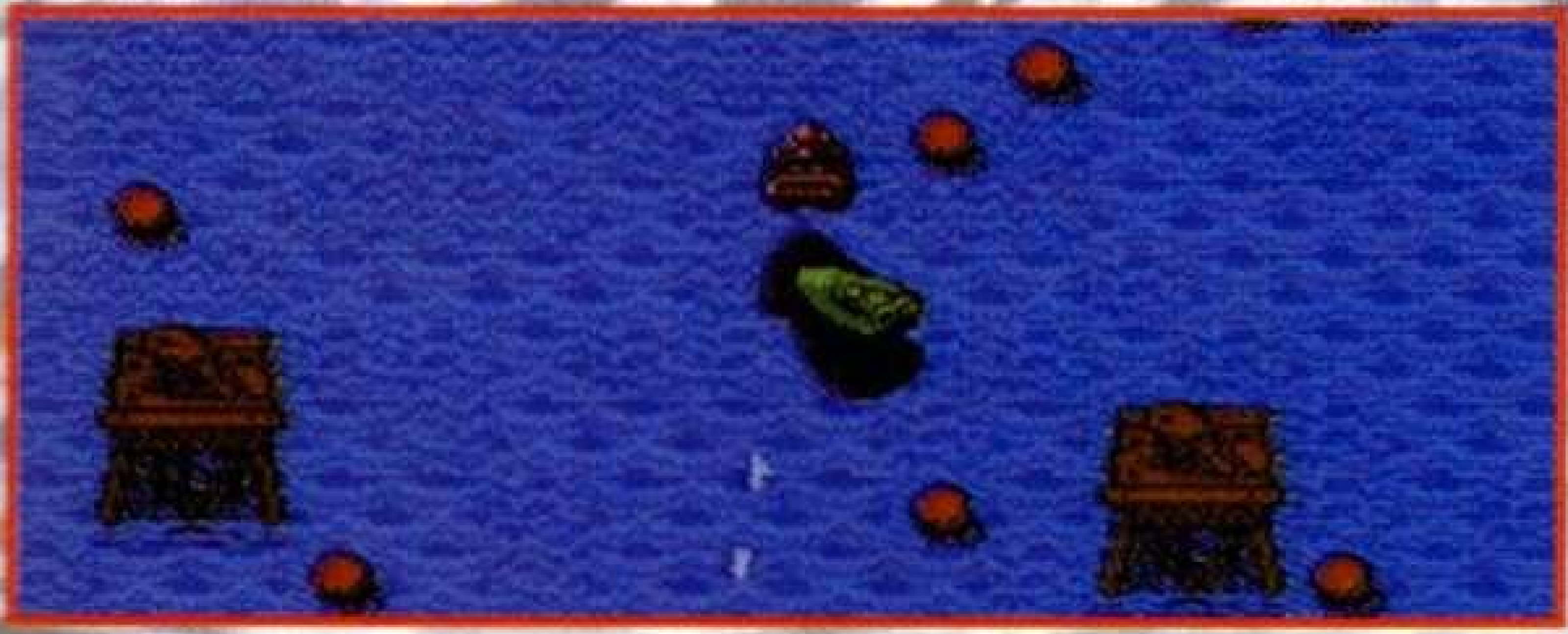
HOW TO USE NITRO

Nitros are terribly handy things, but always keep an eye on how many you're carrying. Extra ones are easy to come by in the overhead section, so don't be afraid to use a few to get the lead. However, try not to drop below six, just in case of a nitro shortage or similar emergency. Don't use a nitro just before hitting a corner either, or this will send your boat wide and cost you valuable seconds.

SHOP PROCEDURE



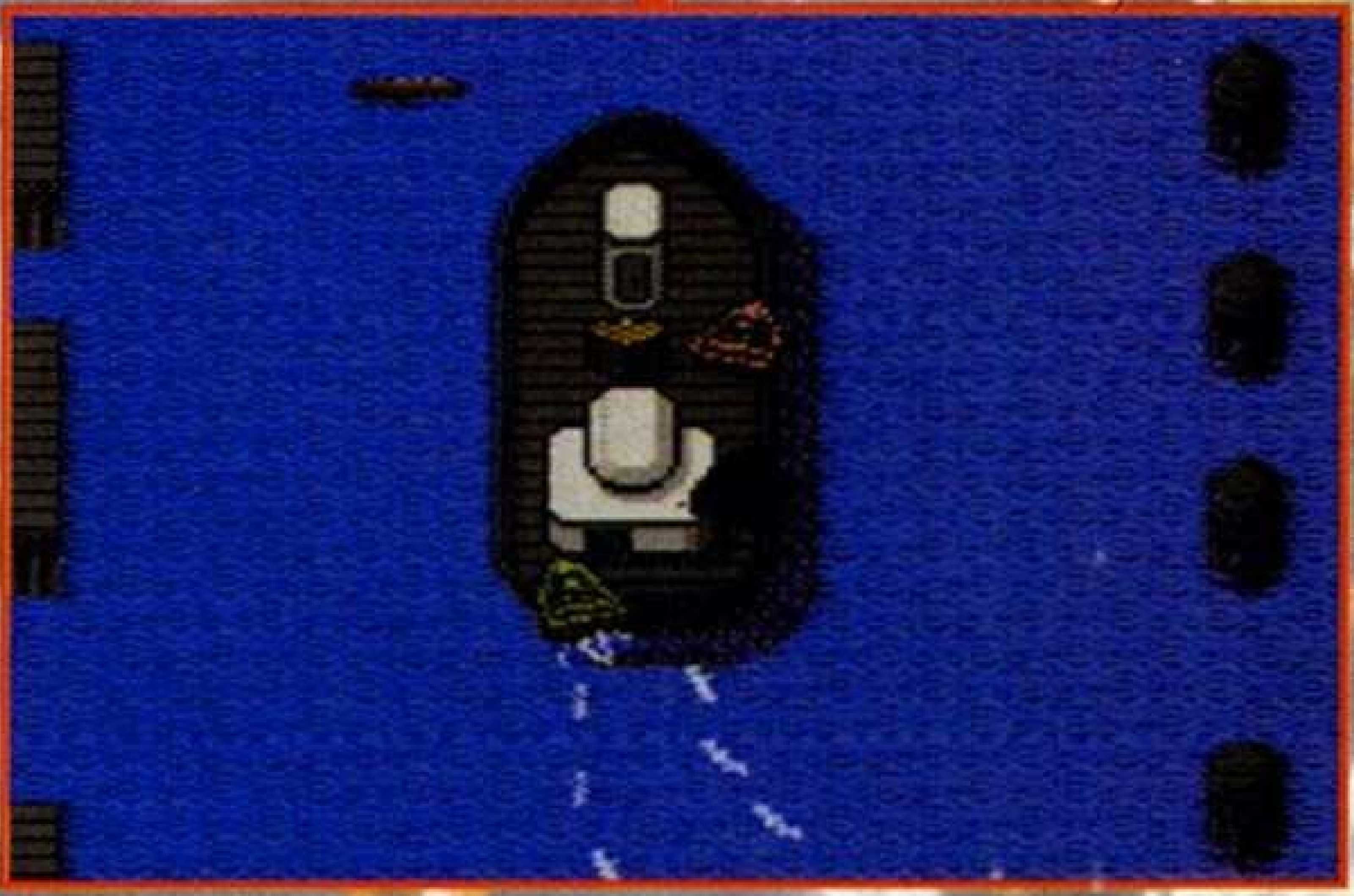
Common spending policy in the shop usually has the player buying whatever he or she can afford, and trying to improve all the boat's categories evenly. This is, of course, pish. The best thing to do is improve your acceleration by one point, so you can claim all the speed-start prizes. Having done so, concentrate on building your engine up to maximum potential. Next, put acceleration up to full, and finally improve your steering. Only now is hull upgrading a sensible option. However, no matter what, make sure you always repair any damage done to your boat before purchasing any power-ups.



ELIMINATOR
AT DUEL

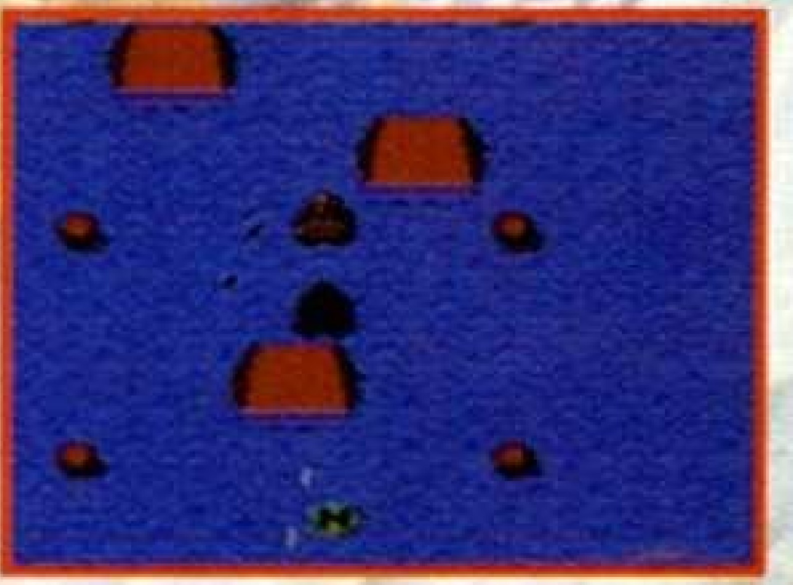
GOOD CORNERING

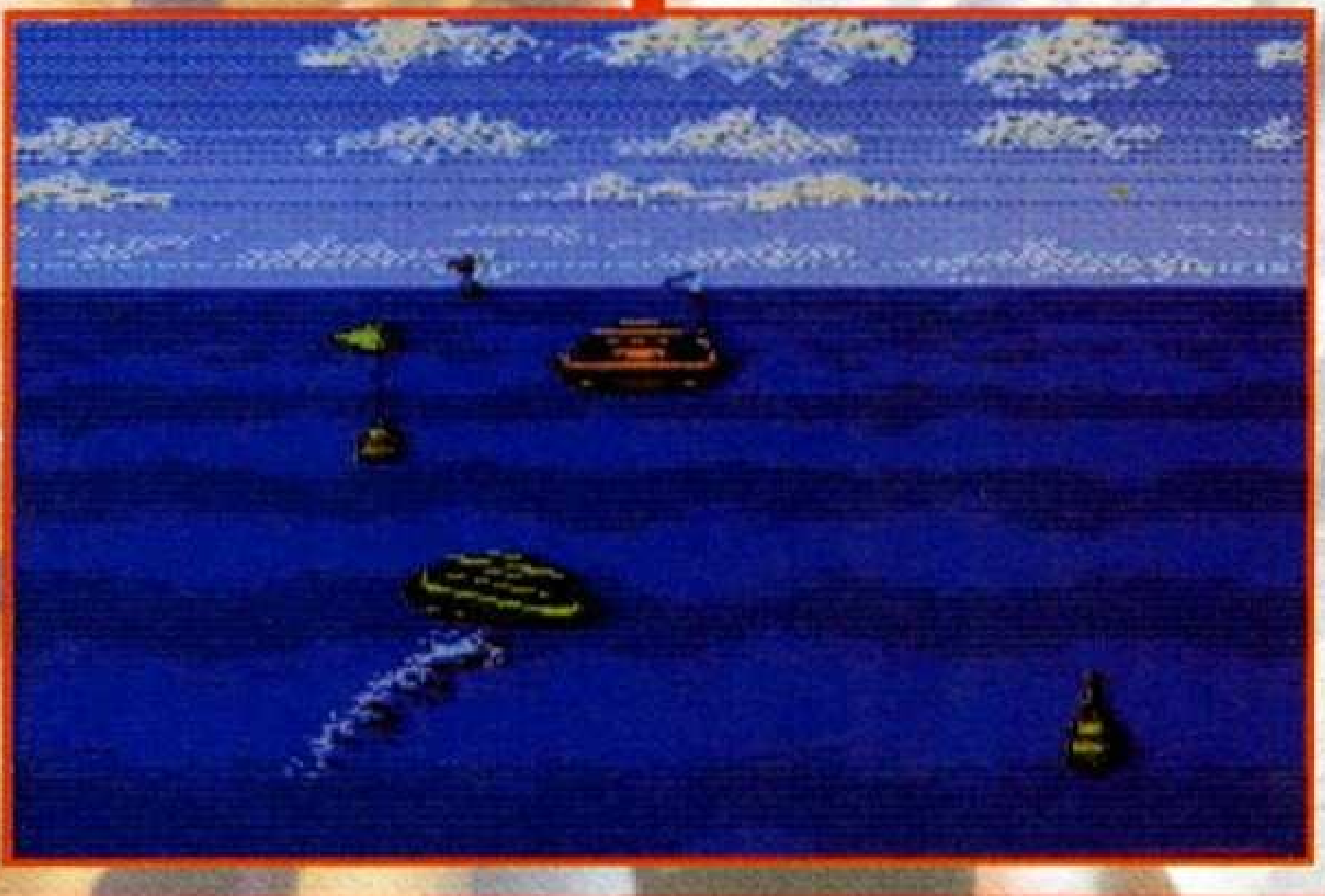
The wide tracks and frequent bends in the courses of Eliminator tend to make cornering a somewhat trickier thing than usual. Still, one advantage of this is that it's possible to skip bends by cutting straight across them. This only really works in the open sea courses which have red posts marking out the way, as collision with one of these bumps your boat over the corner. Another way to save your thumbs concerns split straights. This is when a clump of trees or a building or similar splits a long straight in half. Don't put yourself out to avoid the obstacle, as your boat leaps over the hindrance should it collide. This has the added advantage of, should you get it right, catapulting you on top of your rival, smashing their boat up. Huzzah!!



GOOD FINISHING TECHNIQUE

The behind-the-boat sections which generally finish each race are probably the hardest bits of the game. As you progress, the courses become narrower and narrower, with less space between buoys and more twists and turns. Don't panic though, as it's no problem just to race most of the way outside of the marked track, neatly avoiding all the hassle. When the end of the race neareth, simply use a nitro or two to put you in the lead and bump you back between the lines and presto - the game is yours.



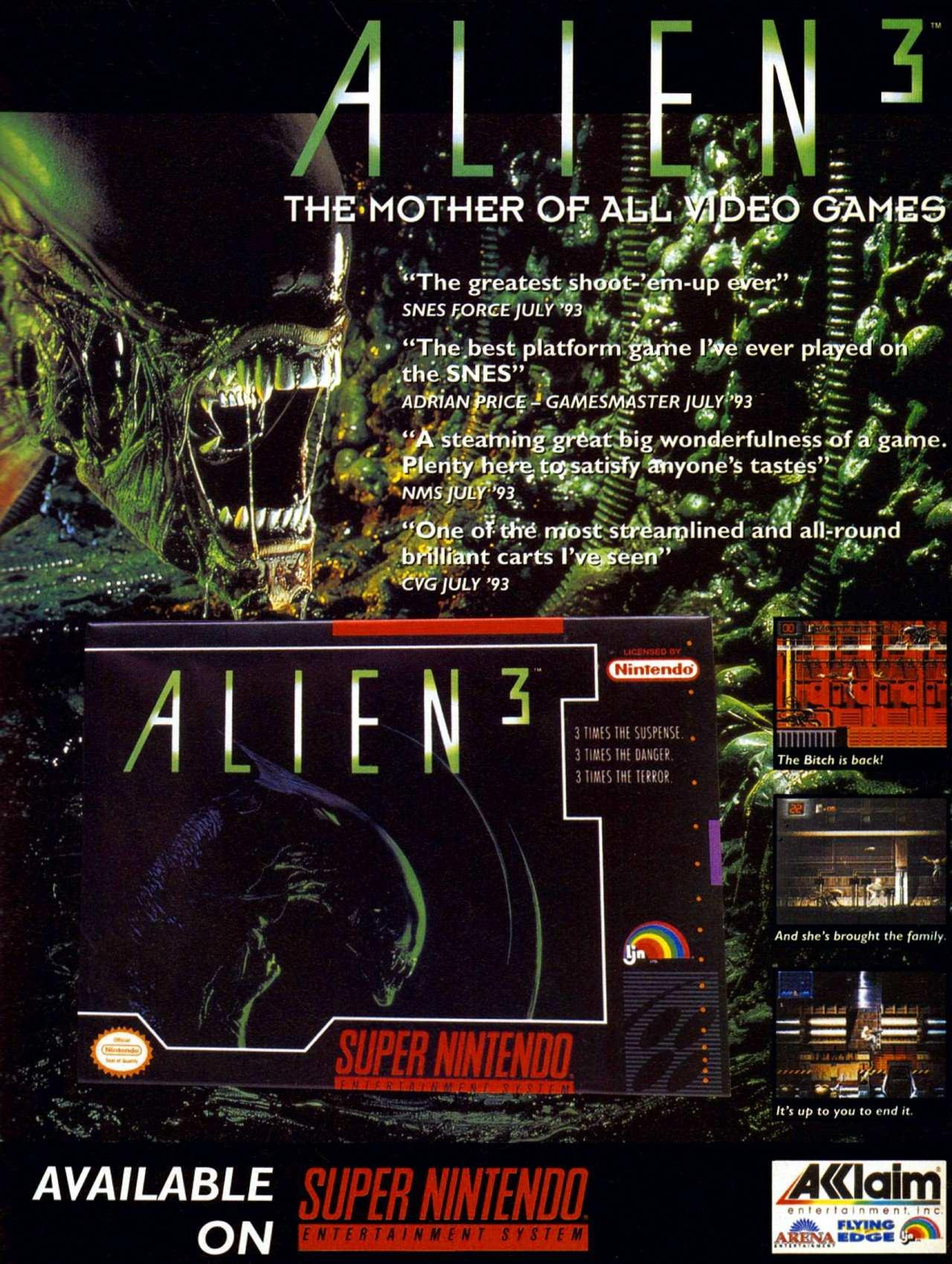


MORTAL KOMBAT

NHS

NEXT MONTH

Well, another busy day at the NHS draws to a close, with more refreshed and content patients feeling all the better for our services. Thus, with another selection of games beaten into submission by our team of highly-skilled physicians, it's time to take a look at our next batch of problems to be cured. So, as Tim slips into his Nurse's outfit for another months activitities and Rad puts on his favourite rubber gloves, we're preparing to operate on Mortal Kombat and reveal how to get through to the evil Goro. Also ready is Alien 3 as we go even deeper into its many crawlways - but mind out for the acid blood, Marlon! Also, we have loads of small tips for Game Boy and NES owners! So, get on the waiting list for next month's help, and we'll see you then...



LICENSED BY
Nintendo
ALIEN 3
3 TIMES THE SUSPENSE.
3 TIMES THE DANGER.
3 TIMES THE TERROR.
SUPER NINTENDO
ENTERTAINMENT SYSTEM
Official Nintendo Seal of Quality
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ALIEN 3™

THE MOTHER OF ALL VIDEO GAMES

"The greatest shoot-'em-up ever."
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NMS JULY '93

"One of the most streamlined and all-round brilliant carts I've seen"
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The Bitch is back!

And she's brought the family.

It's up to you to end it.

AVAILABLE ON SUPER NINTENDO ENTERTAINMENT SYSTEM

Acclaim entertainment, inc.
ARENA ENTERTAINMENT
FLYING EDGE

CART SPEC

- **BY:** ELITE
- **PRICE:** £44.95
- **RELEASE:** AUGUST
- **GAME TYPE:** SPORTS SIM
- **CART SIZE:** 4 MEG

GAME INFO

- **PLAYERS:** 2
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Average
- **CONTINUES:** N/A
- **RESPONSIVENESS:** Very Good
- **1ST DAY SCORE:** N/A
- **GAME ORIGIN:** A greatly-enhanced version of Rage Software's Amiga kickaround.

CONTROLS

- **HOW TO PLAY:** Well, as in the real thing, simply score more goals than your opponent.

Ⓐ SHORT PASS

Ⓑ LONG SHOT

Ⓧ NOTHING

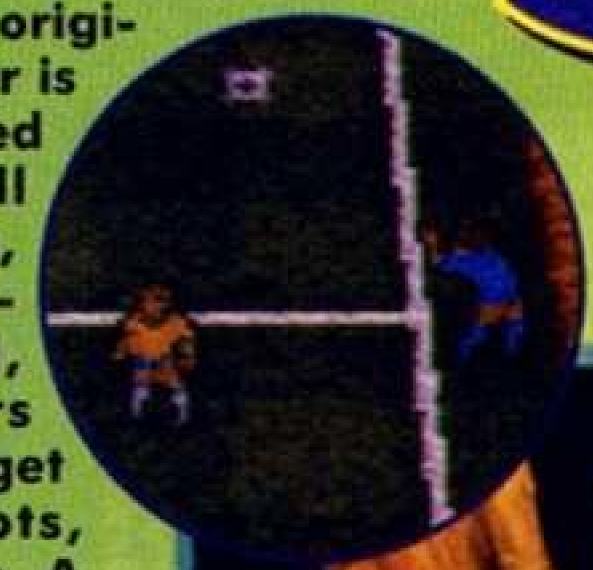
Ⓨ BALL CONTROL

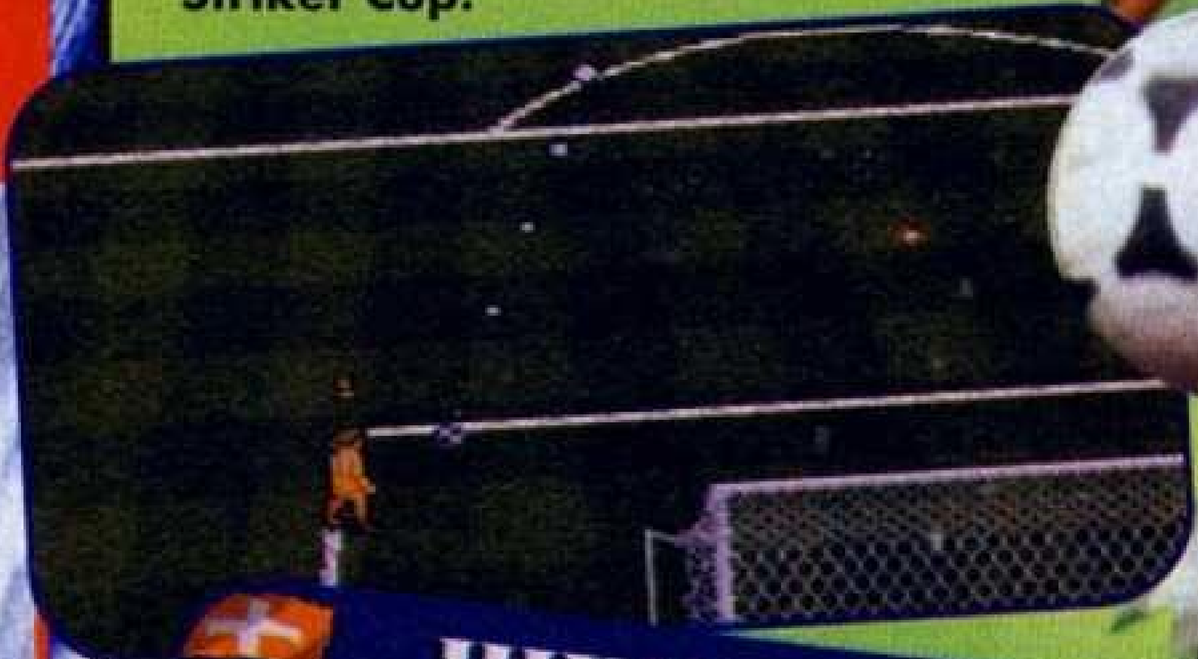
L/R L: FORWARD REPLAY
R: REWIND REPLAY

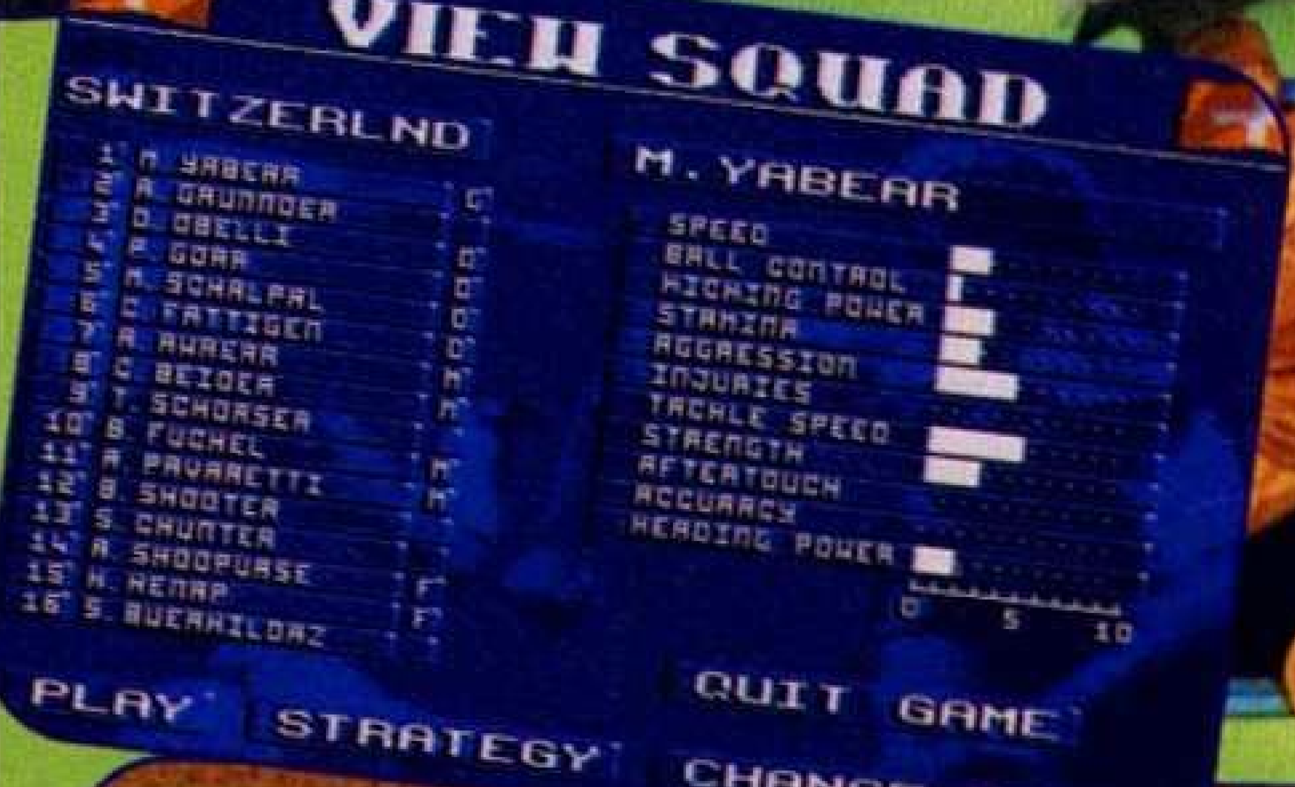
Ⓢ START: START REPLAY
SELECT: NO FUNCTION

Nostalgia plays a big part in the NMS office. If we're not blabbing on about sweets, TV programmes or music we used to know and love, it's odds-on we'll be talking about games we used to play as kids. Of course, whilst the northern-based faction of the office whitter on about hoops and sticks, the more affluent southerners chew the fat regarding great board games such as Dragster, Haunted House and a rather neat footy game called Striker. The latter featured plastic players and, to quote the adverts of the time, the player 'pressed the heads to kick the ball.' Sterling stuff and just the thing to keep people going until Subbuteo came out and killed it off.

Which brings us, in a rather roundabout way, to Elite's game of the same name. Converted from the Amiga original by Rage Software, Striker is an all-action footy sim played on a scrolling 3D pitch. All the customary rules - fouls, defensive walls, and throw-ins - have been included, and the true skillmeisters among you are invited to get to grips with banana shots, bicycle kicks, and penalties. A full range of international sides has also been included, posing a real challenge if you select the likes of the Faroe Islands (hardly the world's greatest team) to guide through to the Striker Cup.







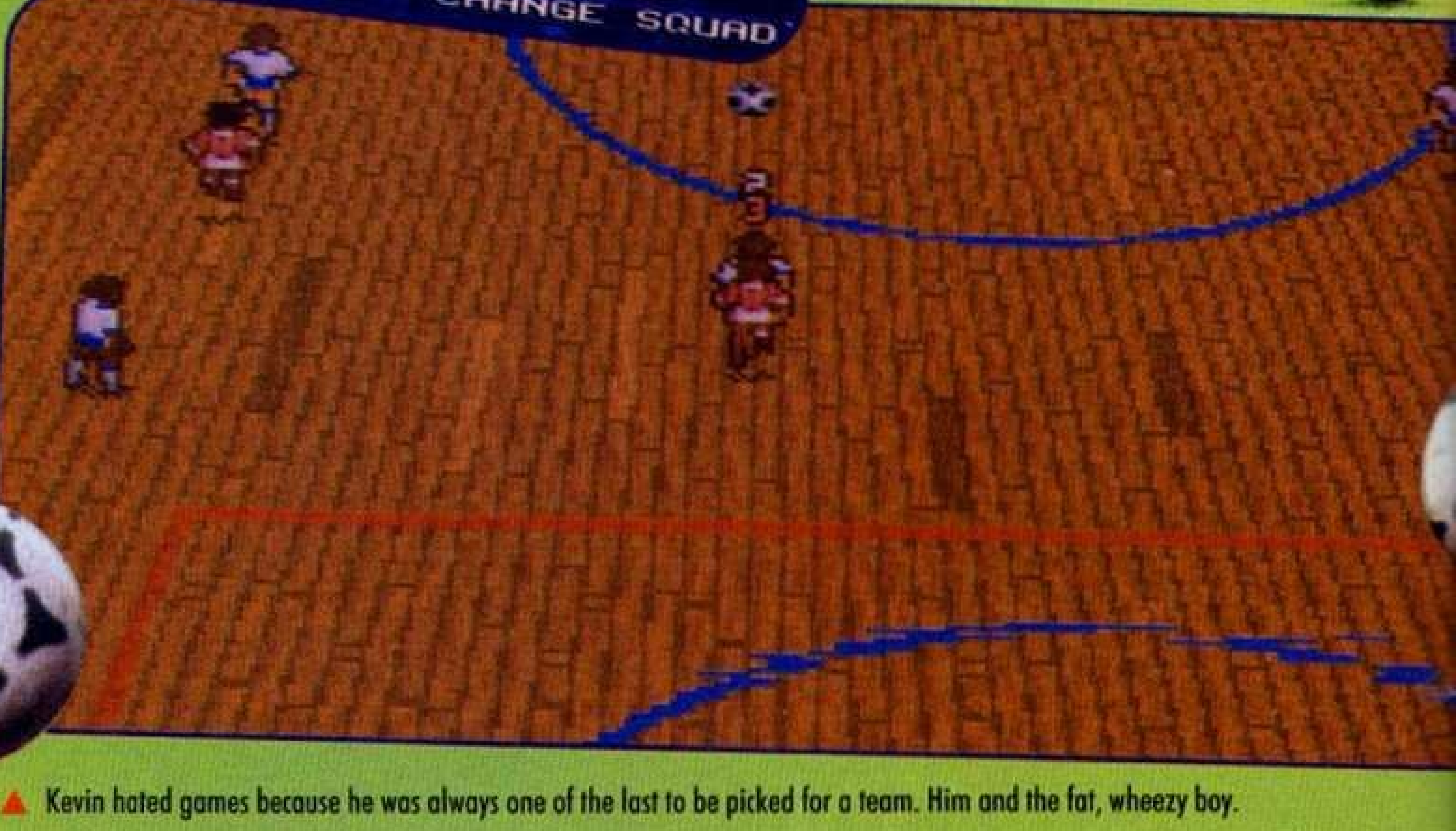
VIEW SQUAD

SWITZERLND

1 M. YABEAR
2 A. GRUNNDER C
3 D. OBELLI
4 P. GORA D
5 M. SCHALPAL D
6 C. FATTIGEN D
7 A. AWAEAR D
8 C. BEIDEA M
9 T. SCHORSER M
10 B. FUCHEL
11 A. PAVARETTI M
12 B. SHOOTER M
13 S. CHUNTER
14 A. SHOOPURSE
15 H. HENAP F
16 S. BUERHILDAZ F

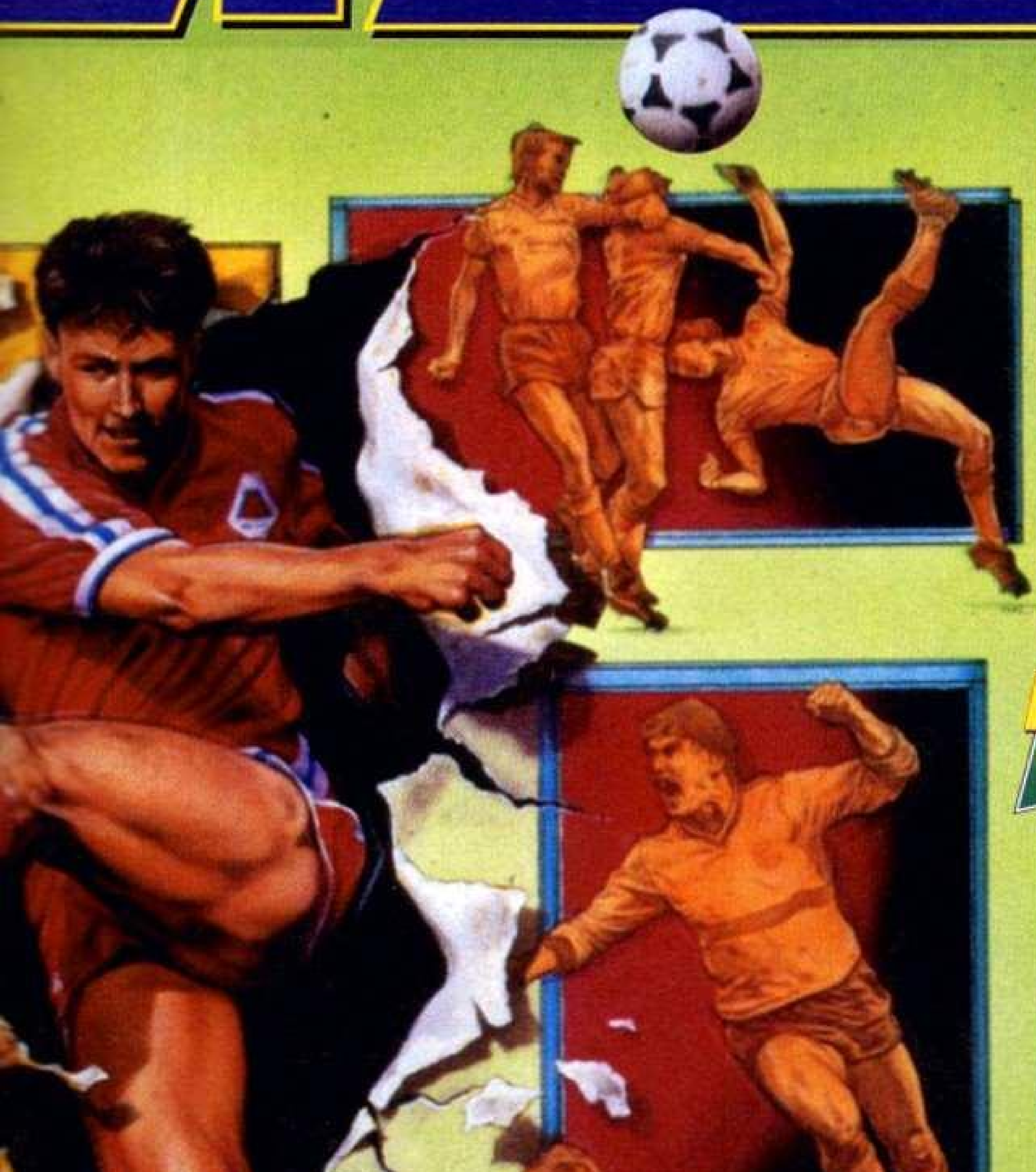
M. YABEAR

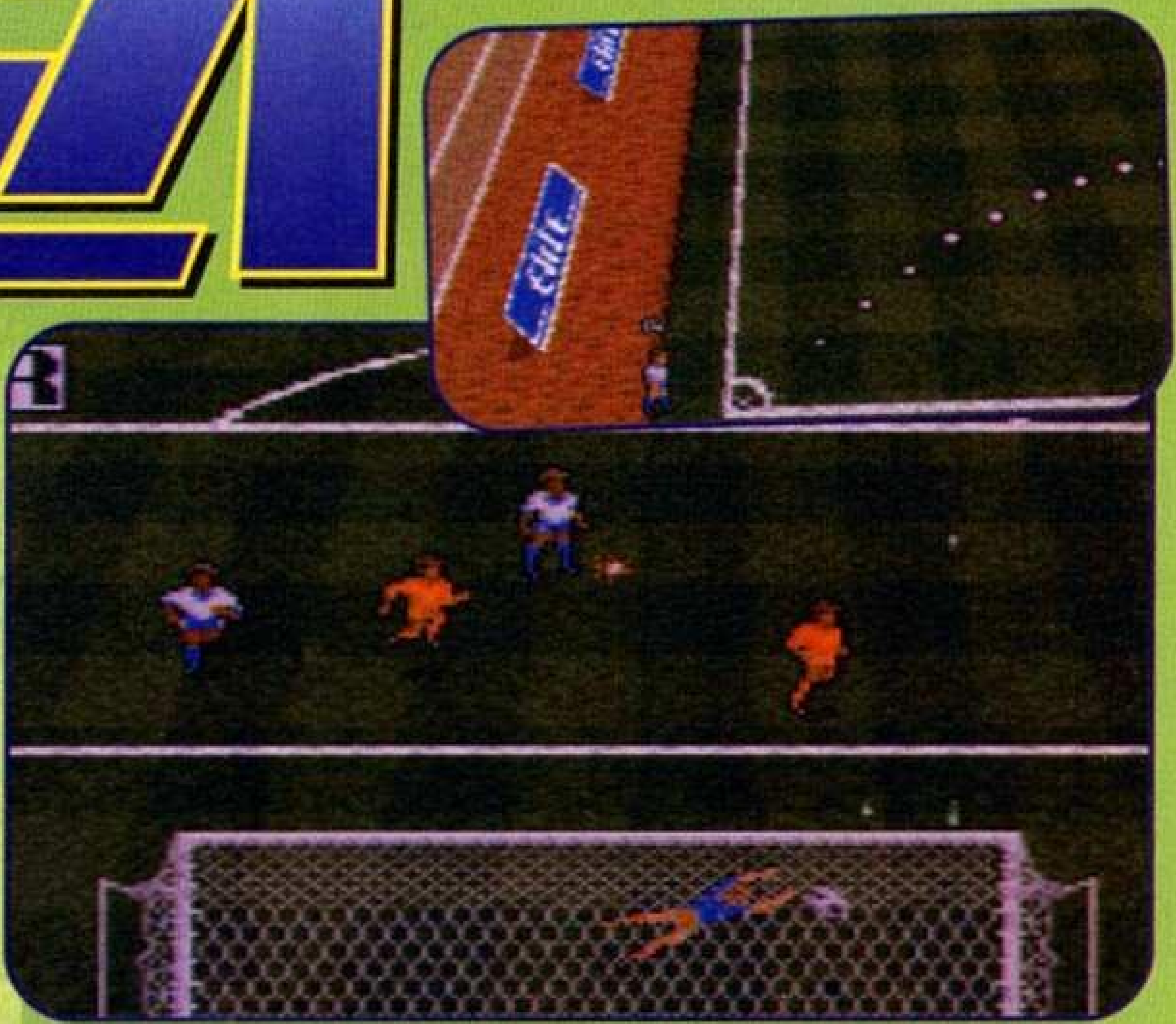
SPEED
BALL CONTROL
KICKING POWER
STAMINA
AGGRESSION
INJURIES
TACKLE SPEED
STRENGTH
AFTERTOUCH
ACCURACY
HEADING POWER



▲ Kevin hated games because he was always one of the last to be picked for a team. Him and the fat, wheezy boy.

RIKER



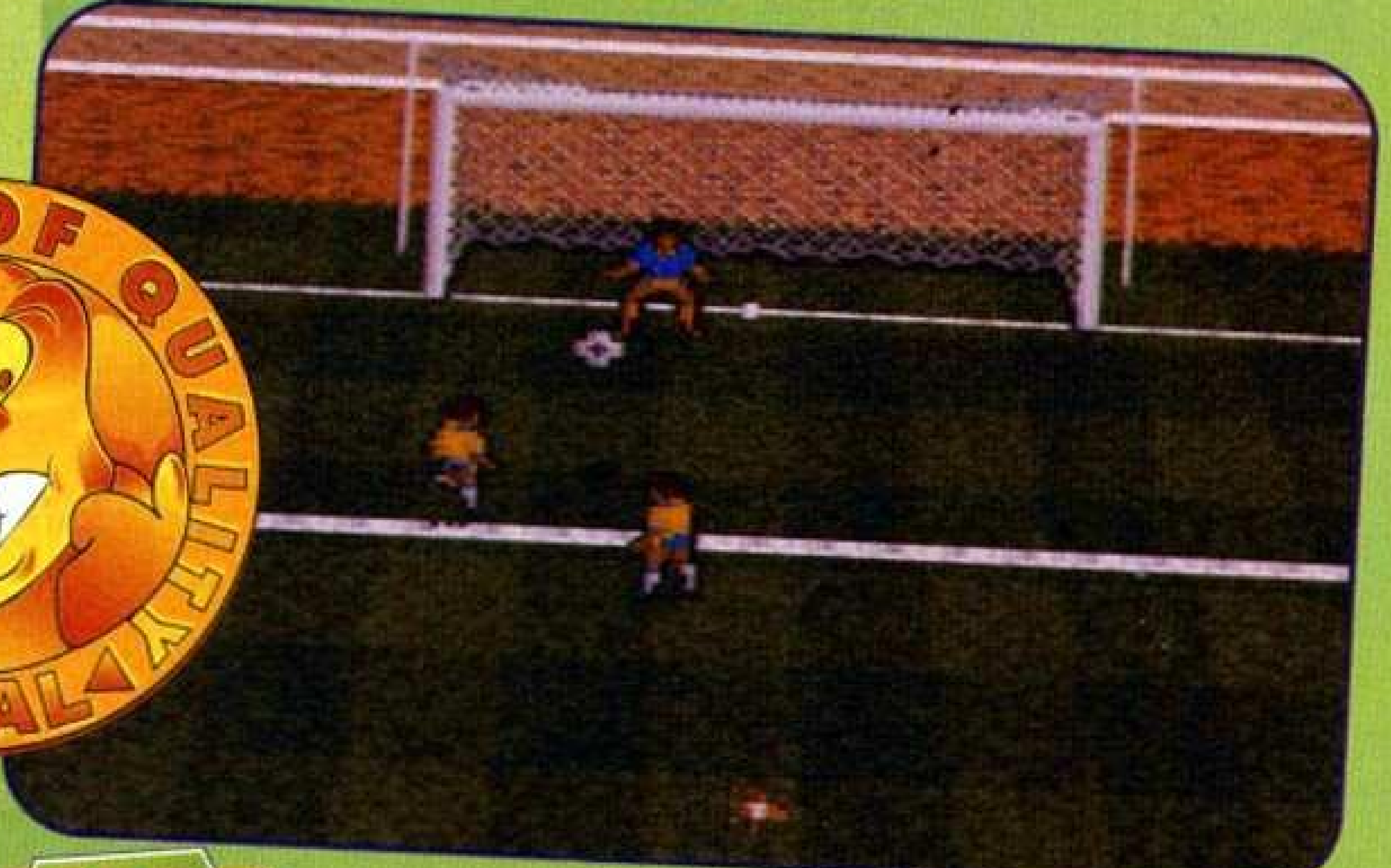


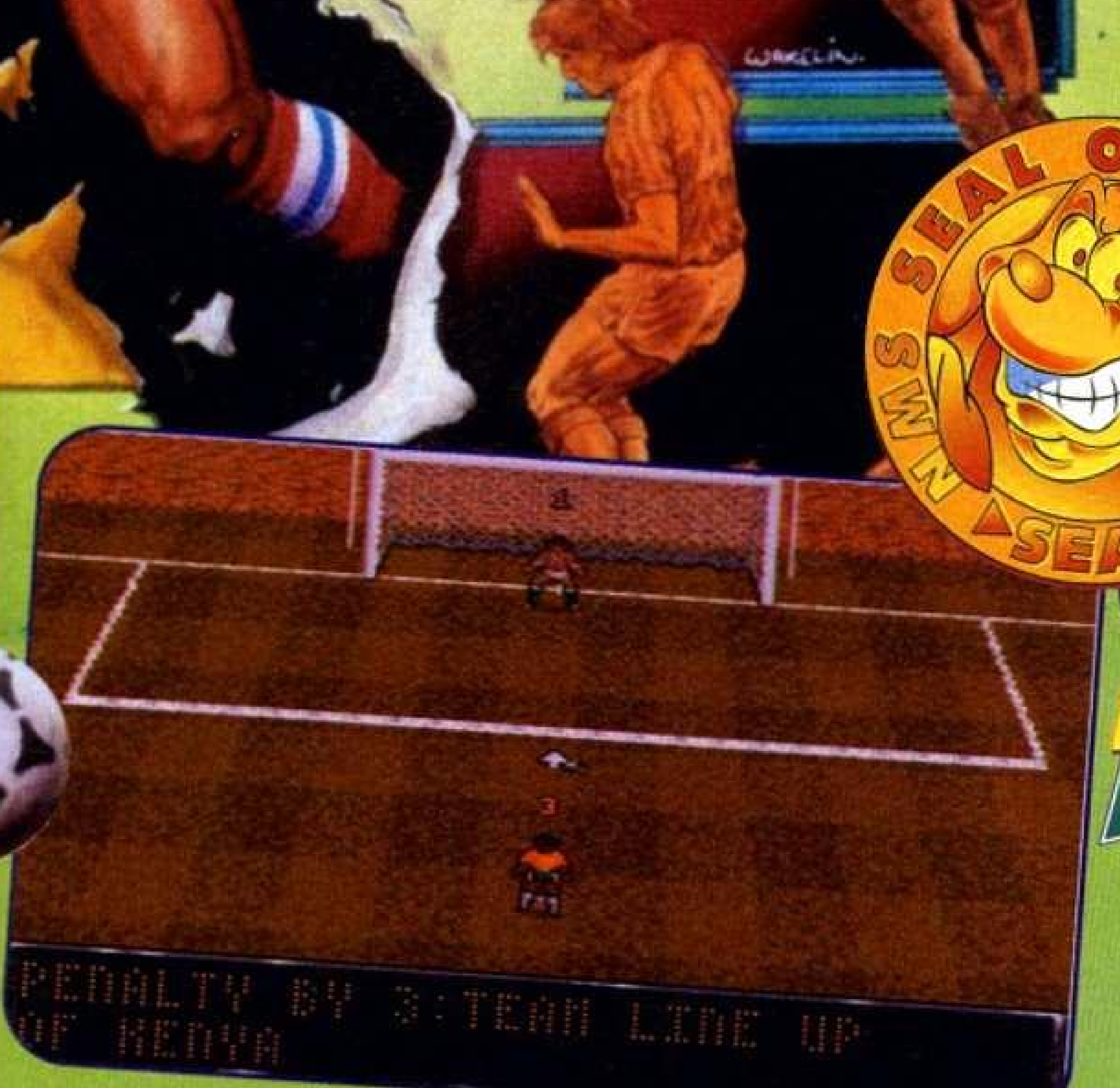
▲ And a reach, two, three, four, five, six, seven, eight. Work that body...

NMS UNITED

TEENAGE KICKS

Depending on the position of the player in relation to the ball and which of the joypad's four buttons is pressed, Striker's players prove to be fairly athletic chaps. Taking into account the height of the ball at the time the button is pressed, the players are capable of incredible volleys, bicycle kicks and diving headers - the latter of which prove particularly effective at beating the opposition's goalie when used in conjunction with a corner or a long cross. In addition, all kicks can also be enhanced by the use of aftertouch which is used to swerve the ball into the corner of the net and way out of the 'keeper's reach.





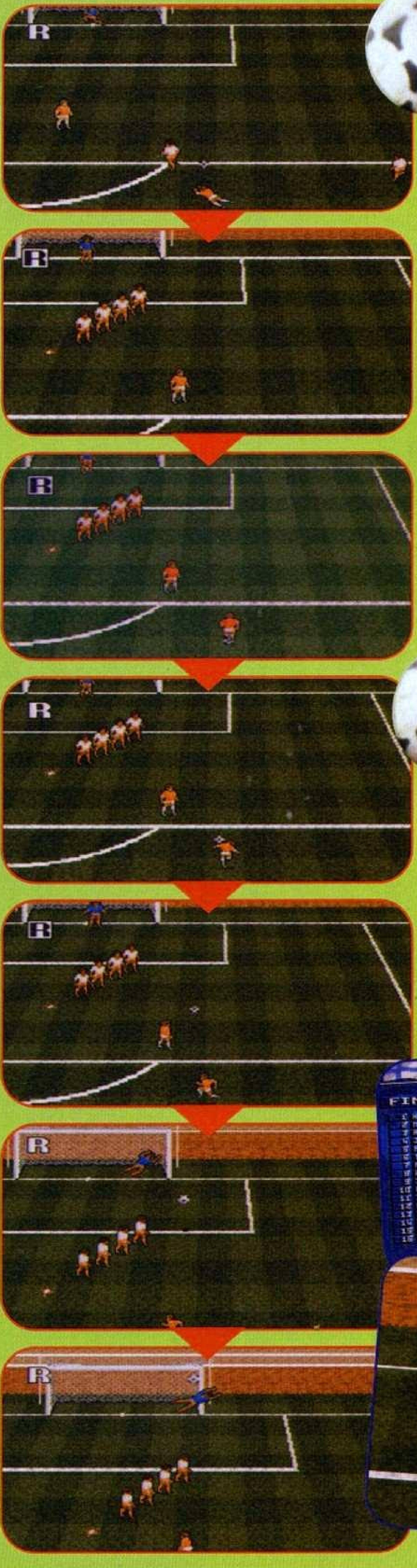
PENALTY BY 3:TEAM LINE UP
OF KENYA

NMS UNITED

GYM'LL FIX IT

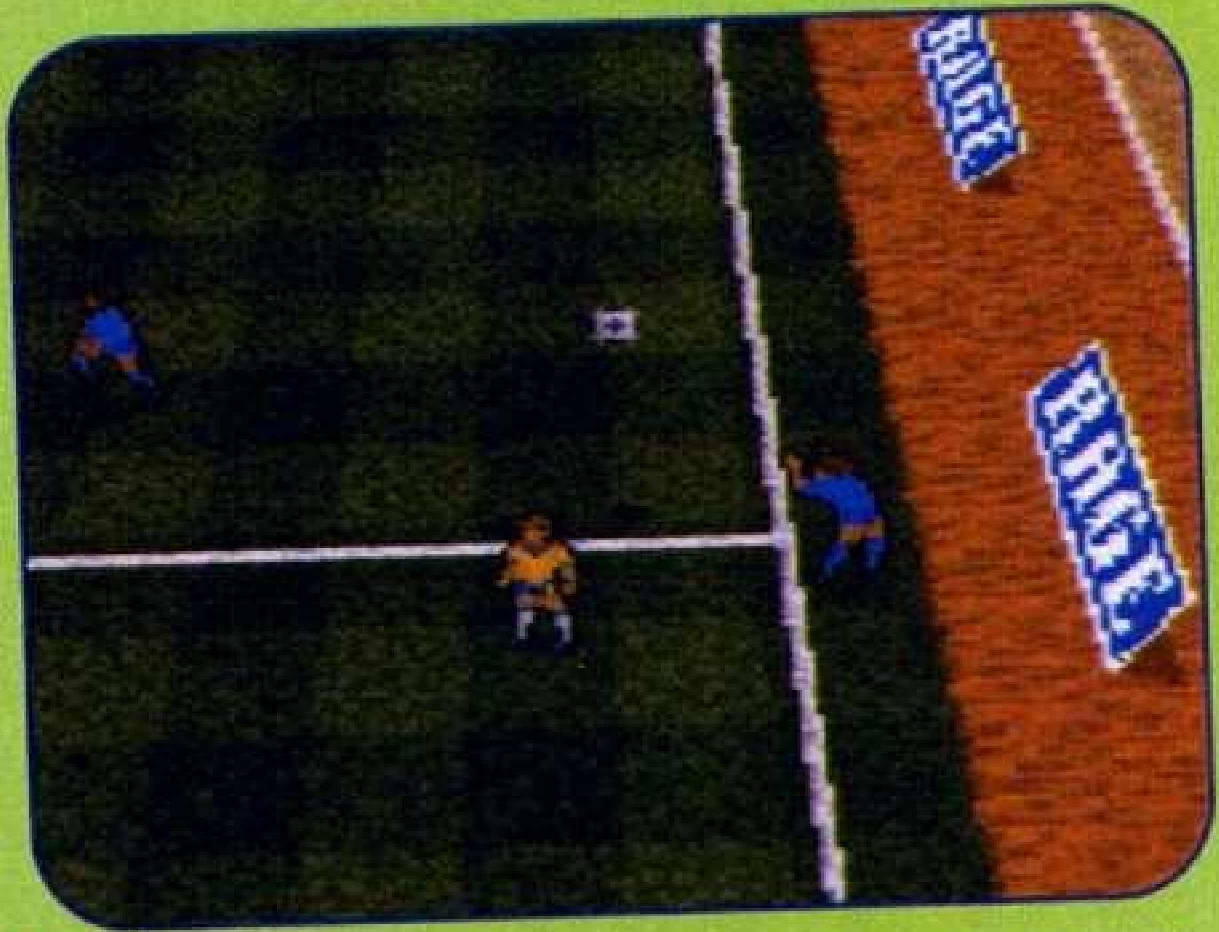
If you fancy a slightly faster-paced game, Striker also features an indoor five-a-side tournament where the international sides are invited to play in the local school's gym. Or something. Set within a walled area and played on a wooden floor for more bounce, five-a-side features all of the normal game's rules, but with the addition that the player's can use the surrounding walls to deflect the ball - useful for getting it past niggling defenders.

▶ After falling to the ground and grazing his knee, Greg was surprised to see the players gang up in front of him as if to duff him up. Oh, look. It's a sequence showing how a free kick works!



NMS UNITED INTERNATIONAL RESCUE

Striker doesn't have difficulty levels as such, instead it features a number of international sides. Ranging from footballing giants, such as Brazil, Argentina and England (well, they were good once) to the lower ranks of the Faroe Islands and Japan. Each team is rated in four skill areas - passing, aggression, striking and defence - and a bar indicates just how adept the team is in each area. Obviously, no team is going to be perfect, but several teams excel in three areas, and are only weak in the other. However, real masochists will find true challenge in steering one of the weakest foreign teams past the likes of Brazil and Italy through to the finals.

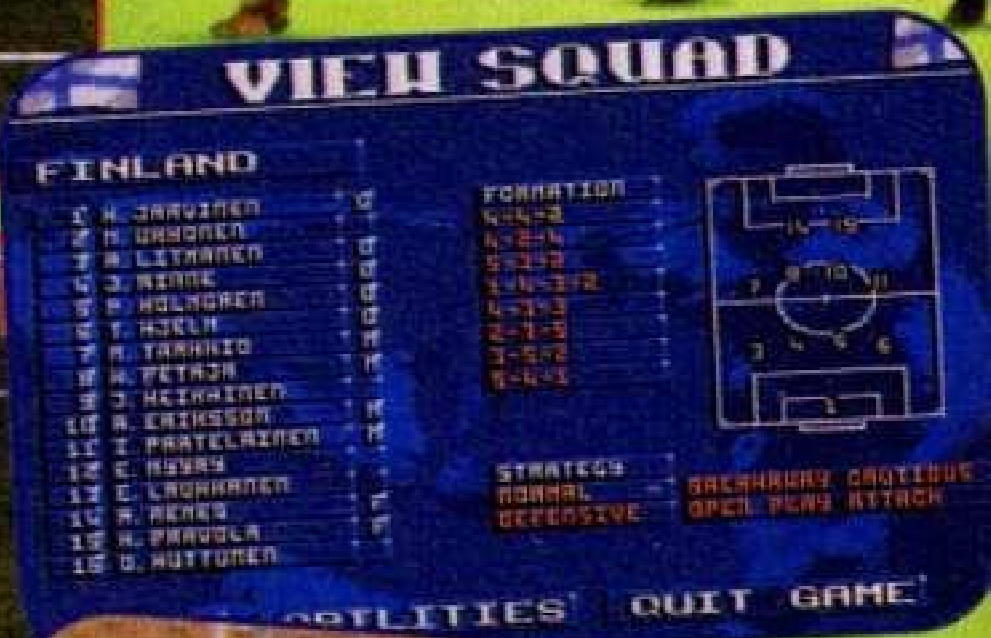


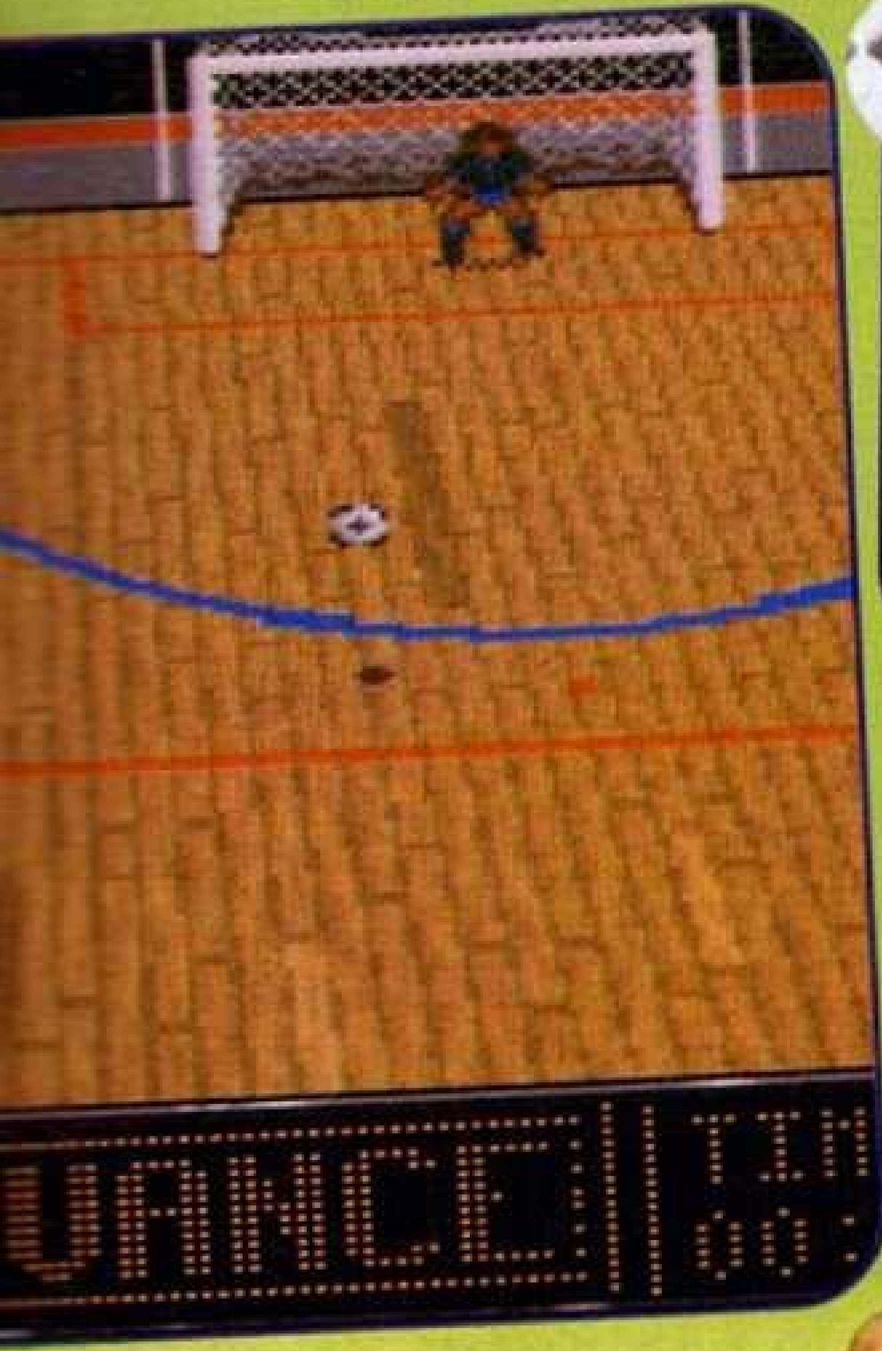
▲ As a bonus sub-game, Striker contains a version of that old classic 'Piggy In The Middle.' Or something.

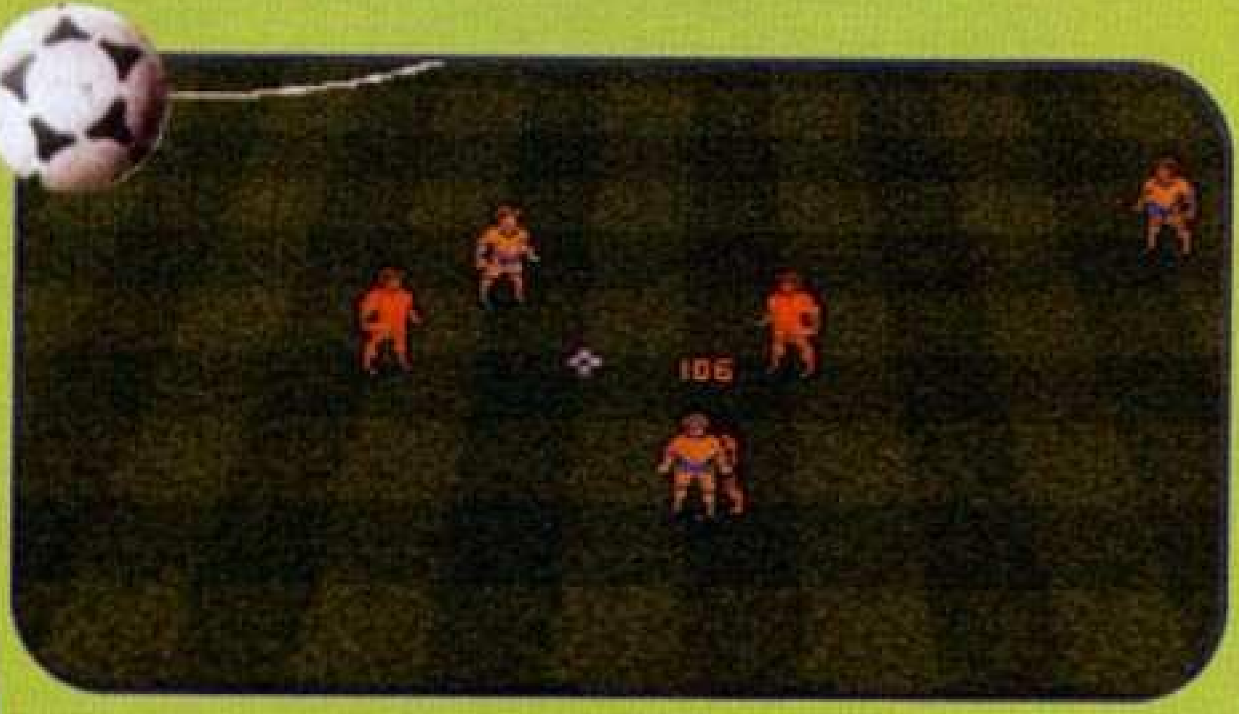
COMMENT

STEVE

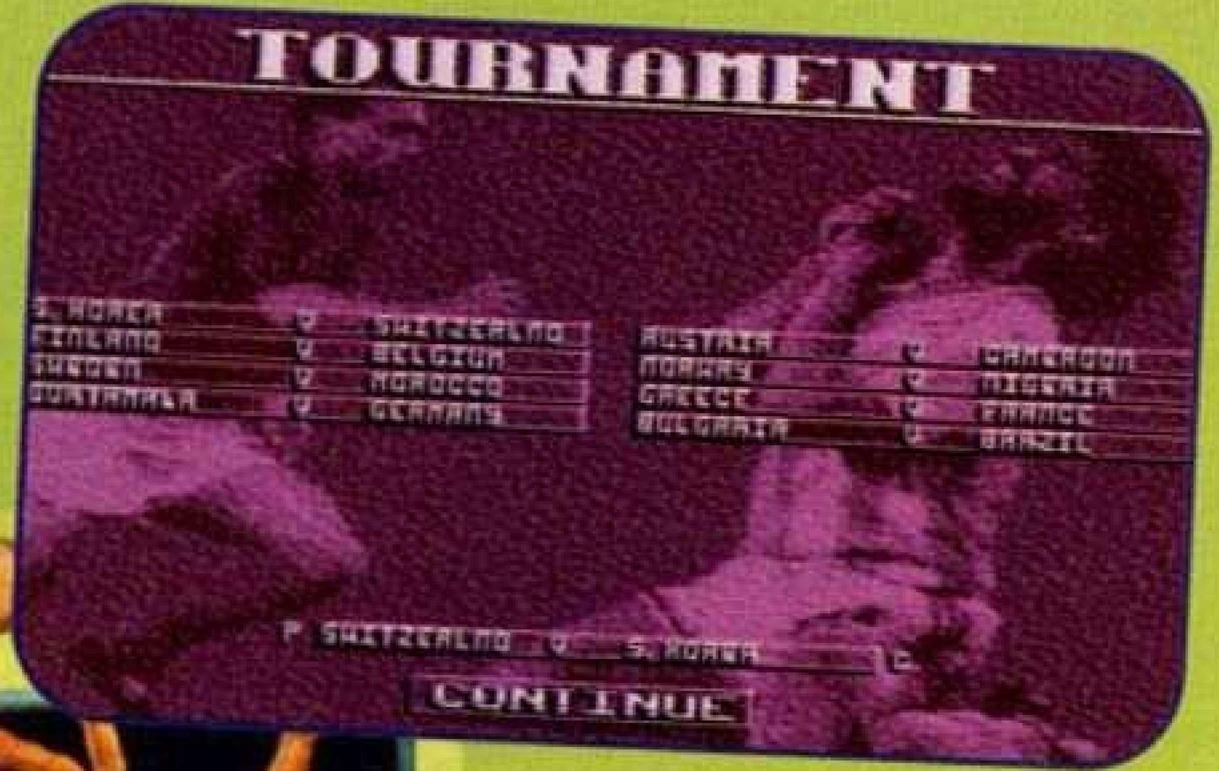
Well, we've waited long enough, and at last the Super NES finally has a decent footy game. Striker manages to combine arcade playability with realistic kicks and moves, creating a fast-moving kickaround which proves extremely instinctive to play. Unlike Super Kick Off, there's absolutely no hassle involved when passing or crossing the ball, and the computer-controlled players act intelligently and always try to position themselves in the most likely scoring areas. Add to this a wealth of shot styles and headers and you have a recipe for success. A number of tournaments are also available and the difficulty level can be topped up by selecting one of the weaker teams to play as. In all, Striker is a brilliant kickaround. It's not perfect, and I would have liked to have been able to barge people off the ball, but it's supremely playable and the best of its kind.





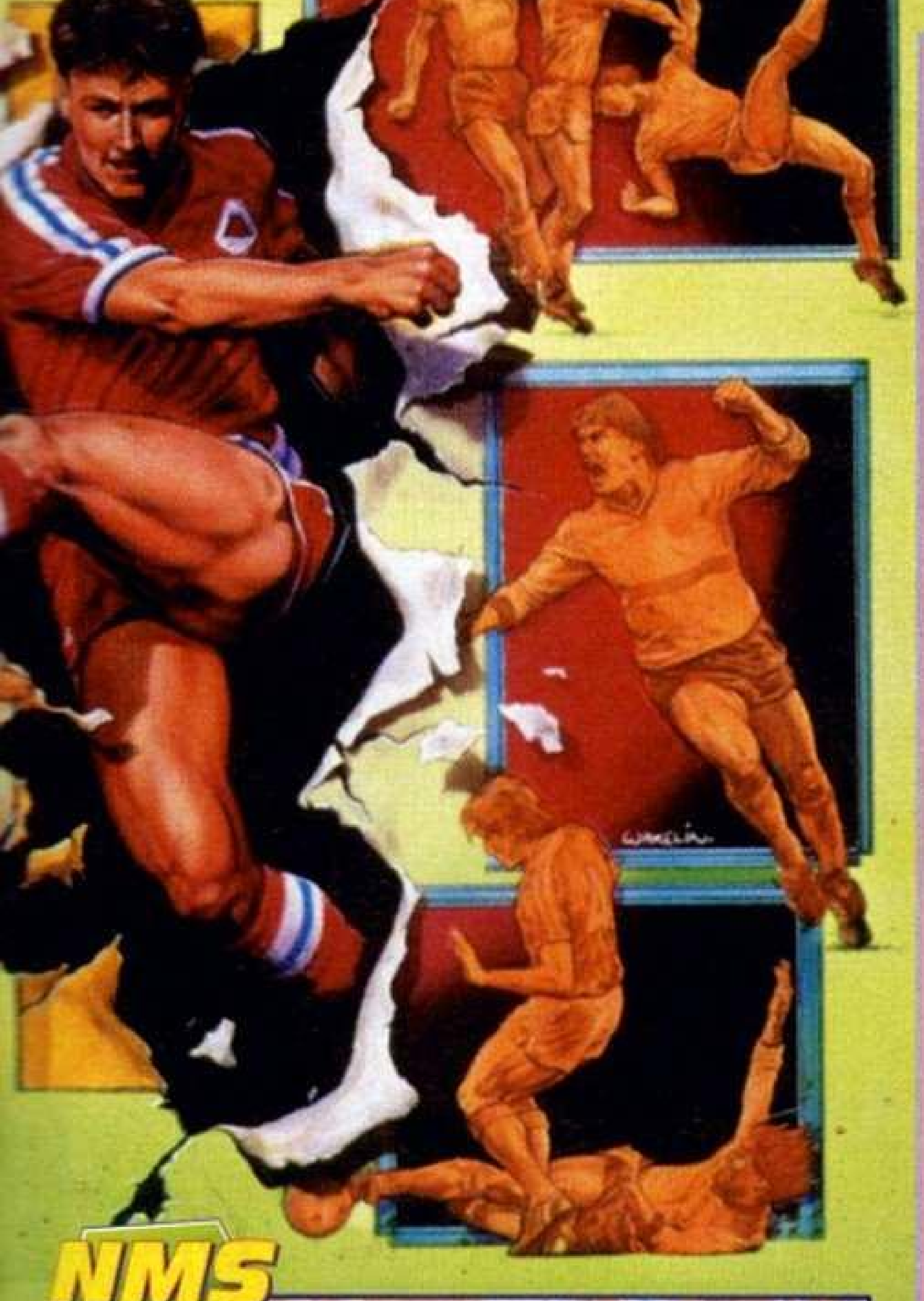


▲ 'After you.' 'No, after you.' The problems of Etonian football matches.


TOURNAMENT

S. KOREA V SWITZERLAND
FINLAND V BELGIUM
SWEDEN V MOROCCO
UATAMALA V GERMANY
AUSTRIA V CAMEROON
NORWAY V NIGERIA
GREECE V FRANCE
BULGARIA V BRAZIL

P SWITZERLAND V S. KOREA



COMMENT

ANDY

Without a doubt, this is the best footy game yet for the Super NES. Everything a fan of the game could possibly want is included: loads of moves, plenty of tournaments from which to choose, great opportunities for some Sunday league-style late tackling, all the play conditions are tweakable and there is even the rather useless option to change the colour of your chosen team's hair! But the best thing about this is the sheer intuitiveness of the gameplay, it's simplicity itself to piece together the sort of attack that would leave even Jimmy Hill breathless in wonderment! If I have any minor complaints, they are that it's quite often confusing interpreting who's picked which team, oh, and the default goalies are of the superhuman variety, but there's the option to choose player-controlled goalies instead - an option that normally leads to multiple goal hilarity! But these are just minor annoyances with what is an otherwise brilliant game. Buy like the wind!

NMS UNITED

HACKED OFF

A footy game wouldn't be complete without fouls, and Striker has them in abundance. Whenever a player slides into the back of another, whether it's accidental or not, a foul is awarded as the recipient of the hacking collapses in an untidy heap. Depending on the proximity of the fallen player to the goal, a free kick is awarded, giving the opponents the chance to form a defensive wall; or a penalty if the foul takes place within the penalty area. When a free kick is given, the player uses a dotted line to gauge the height and direction of the shot and aftertouch may then be added afterwards. With a penalty, though, the view is switched to that of behind the taker (or goalie if the player gives the penalty away), with a scrolling cursor used to aim the kick.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	☐	☐
ACTION	■	■	■	■
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	■
ORIGINALITY	■	■	☐	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	☐	☐
YEAR	■	☐	☐	☐

PRESENTATION 93

▲ A massive selection of teams and tactics, all of which actually do make a difference on-field. Virtually every aspect of the game is changeable via the comprehensive menu system.

GRAPHICS 90

▲ Small but well-animated sprites, and nice pitchside presentation.

SOUND 86

▲ Good crowd noises and kicking and heading effects...

▼ ...but the title screen music is absolutely diabolical.

PLAYABILITY 94

▲ Grabs you by the throat with it's instant playability. As in the real thing, practice brings its own rewards to the instinctive play.

LASTABILITY 88

▲ The two-player mode adds buckets to its longevity. Try beating the likes of Brazil with someone like Chile, and you'll see how long it'll last!

OVERALL 92

At last, the Super NES gets the footy game it deserves. It's playable, as realistic as you could want without sacrificing gameplay, and stunningly addictive.

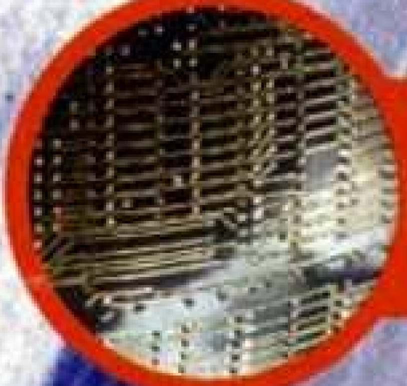
REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

THE SUPER
AQUATIC
GAMES
STARRING
THE AQUABATS

CART SPEC

- **BY:** STORM
- **PRICE:** TBA
- **RELEASE:** AUGUST
- **GAME TYPE:** SPORTS
- **CART SIZE:** 4 MEG



GAME INFO

- **PLAYERS:** 1-4
- **CONTROL:** JOYPAD
- **GAME DIFFICULTY:** EASY
- **CONTINUES:** N/A
- **RESPONSIVENESS:** OKAY
- **1ST DAY SCORE:** DO REALLY WELL
- **GAME ORIGIN:** *A new name for this conversion of the Megadrive title..*

CONTROLS

- **HOW TO PLAY:** *Use your button-pressing prowess to guide your piscine team through a variety of sporting events.*

A *Varies with event*

B *Varies with event*

X *Varies with event*

Y *Varies with event*

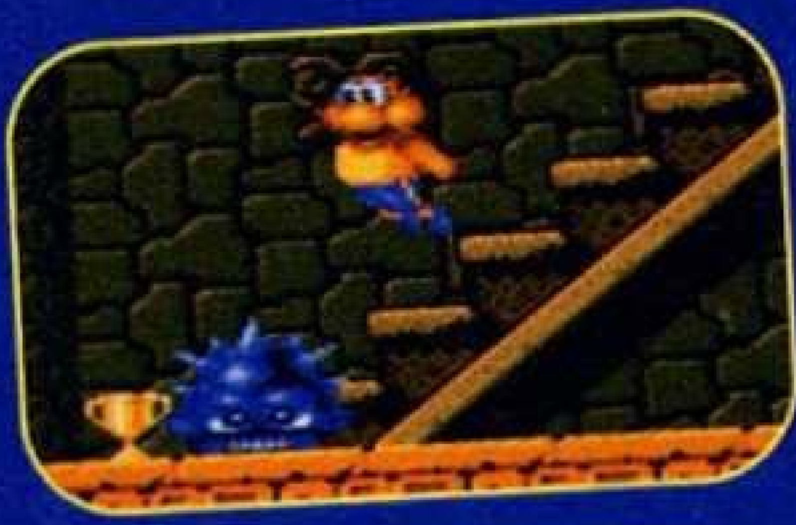
L/R L: NOWT
R: NOUGHT

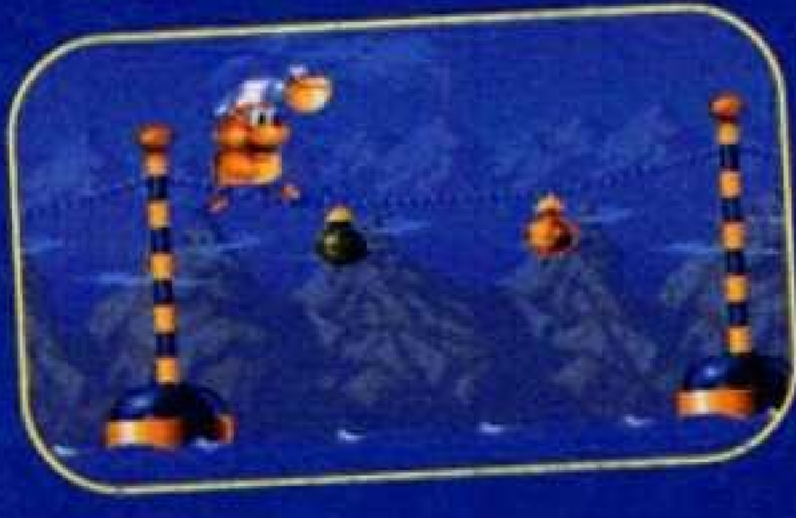
S START: Nuffink
SELECT: Pause/unpause game

THE SU
AQUA
GAM

Sporting fish. The world's full of 'em, eh readers? There's, er, there's that Billy the Fish out of Viz, and, erm, all those others, too. You see them every day don't you? I mean, you can hardly walk down the street anymore without tripping over a trampolining halibut or a shark on a unicycle. Which makes it only inevitable that someone should write a game based on the most prestigious of all underwater athletics meetings - The Aquatic Games.

Similar to our own Olympic Games, but with more marine-attuned events, this is the crowning glory of the undersea sporting calendar. It's also now the latest button-bashing sports game, having been converted from EA's Megadrive original.

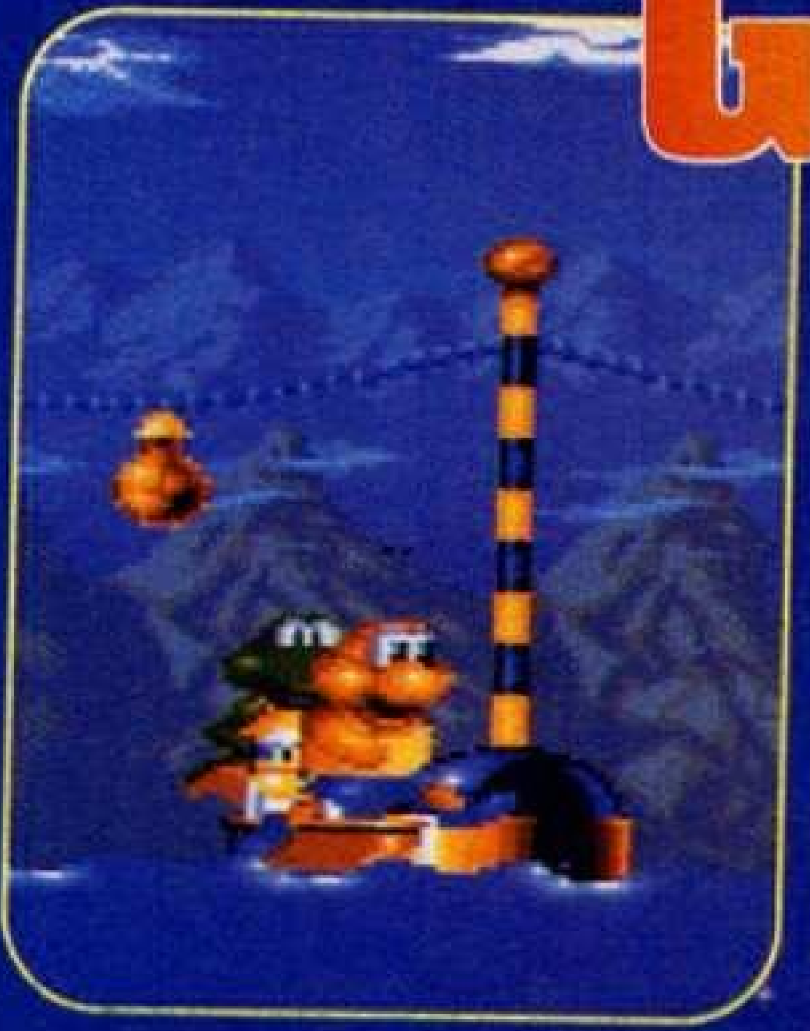




COMMENT

STEVE

In the past, the only reason games such as Hypersports and Track'n'Field have succeeded is because they often require genuine skill in certain events. However, the sports in Crazy Sports range from events requiring no thought whatsoever (sprinting) to those which go on for so long the player's interest wanes before the game is over (trampolining, kipper watching). Granted, Pond looks a lot better than most of the genre, but there's little substance in here, and to be honest I doubt whether anybody could glean more than an hour's enjoyment from it. This smells more than a month-old Cod, and should be avoided with an equal mount of effort.



1. 100M SPLASH

Press those buttons really fast to make James leg it across this flat, short distance sprint. He needs to beat his opponent, F. Fortesque Frog, in under 17 seconds to qualify.

2. KIPPER WATCHING

As beach balls are lobbed at Ceceelia the seal's slumbering associates, our bewhiskered chum uses her nose to deflect them. Two hits wake a seal up, and when two leave it's 'Game Over.'

3. BOUNCY CASTLE

Two large, springy sponges are placed next to each other, and the idea is for Pond himself to perform strings of stunning tricks in under three minutes. Bonus points are awarded for extra stunts.

4. FEEDING TIME

Freddie Starfish has to feed his mates a limited supply of sweets whenever they poke their heads above water. However, fishermen drop their lines to catch them and if two fish are caught he's out.

5.TOUR DE GRASS

Mark the Shark is a unicycling expert. Press the buttons and he shoots across the hilly course of the Tour de Grass. Remember to make him jump to avoid the crabs or he's slowed down.

6. SHELL SHOOTING

There's a number of balloons need popping, and it's up to Jimmy Pond to jump on Clams to flip them into the air, catch them in his bowl and then throw them, hopefully bursting one of the balloons - very tricky.

7. LEAP FROG

Hammer your buttons to make F. Fortesque Frog run really fast, remembering to jump the electric eel hurdles and pools of frog-slowing water for the best time possible.

8. RELAY RACE

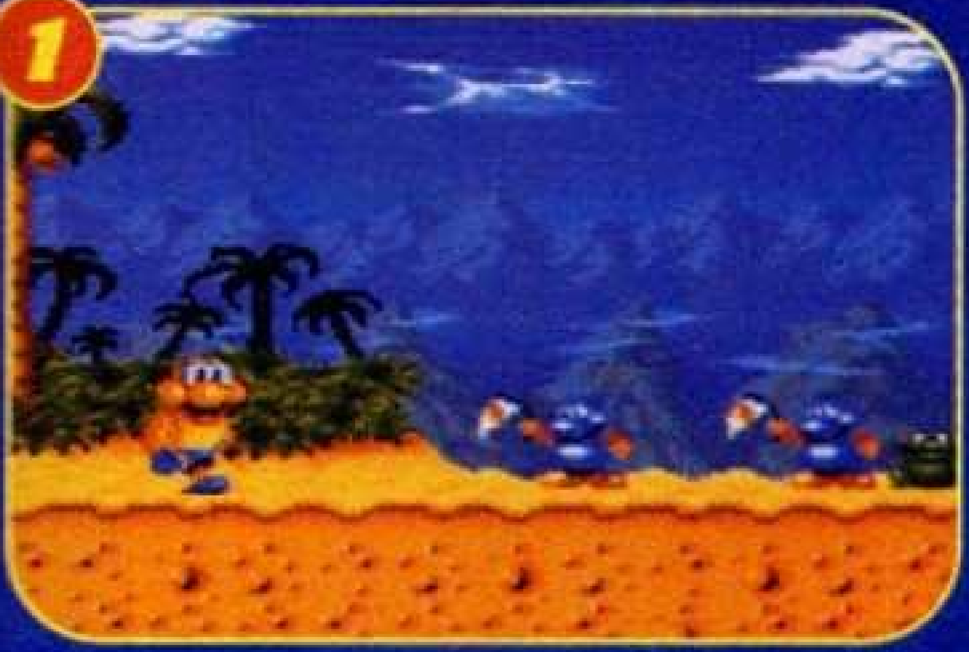
A joint effort between F. Fortesque Frog, Mark the Shark, Ceceelia Seal and Freddie Starfish which comprises a number of different game elements from the past sub-games. Again, this is a race against the clock.

COMMENT

RAD

Here's a selection of characters from EA's successful James Pond series in a scrappy game which has virtually nothing to recommend about it. The pad-bashing is almost completely joyless. Two, three and four-player games are actually worse - the number of events that take about four minutes to play mean you have to wait ages for your next turn - by which time you've decided it might be better to do the washing-up after all. There's no real skill involved in play, and the "hilarious" fishy jokes lose what limited appeal they may ever have had after the first time you see them. There's also a load of problems with the collision detection - meaning it's a real pain trying to jump things, clearing them, and then being told you've hit them and bouncing back half a screen. Grrr! Really, honestly, don't buy this. Try Bomberman for four-player thrills (and that's simultaneous too).

①



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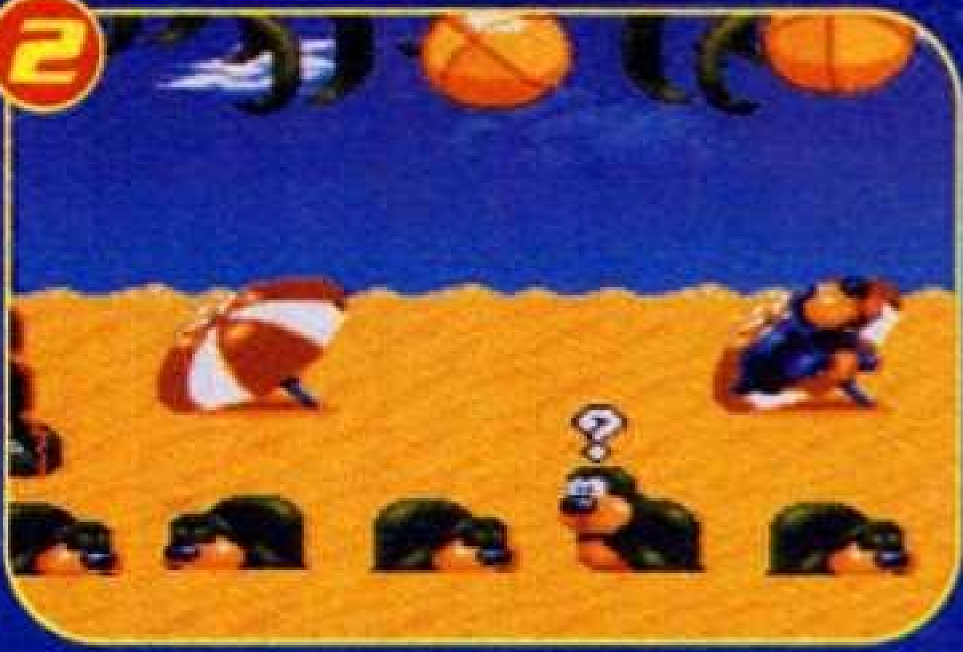

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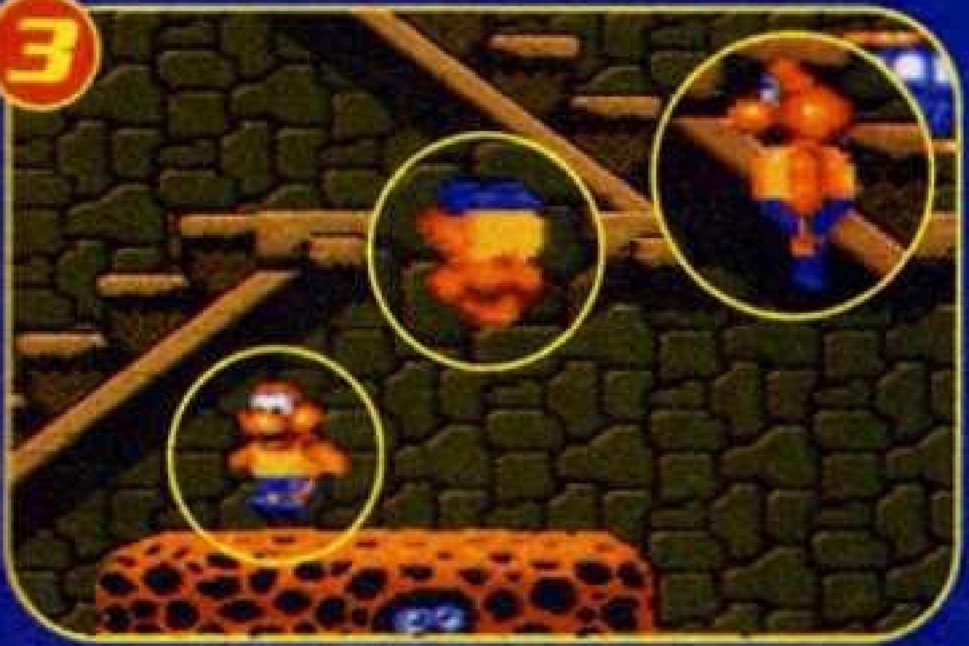

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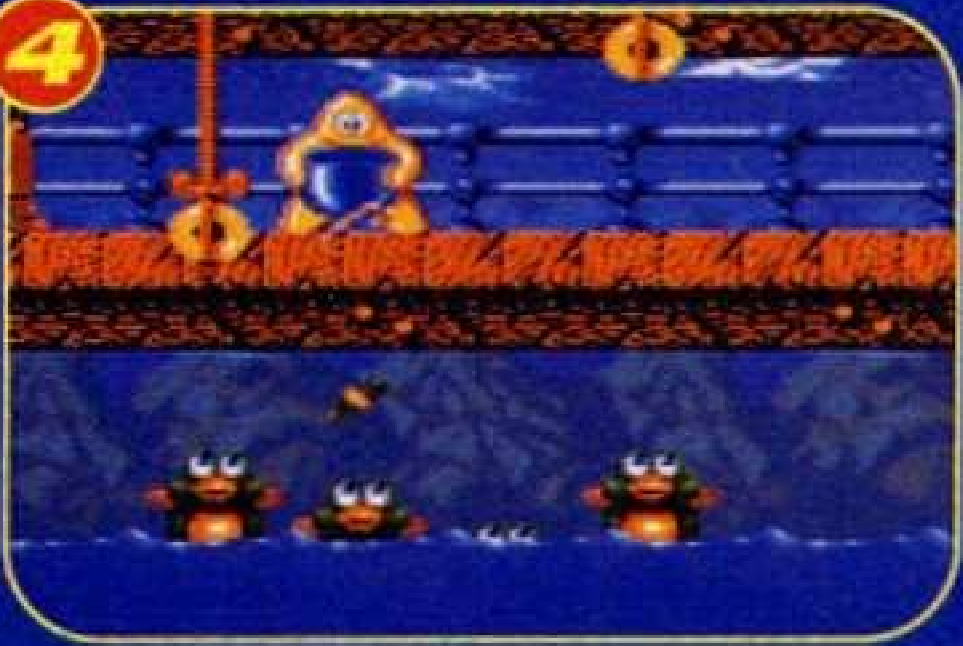

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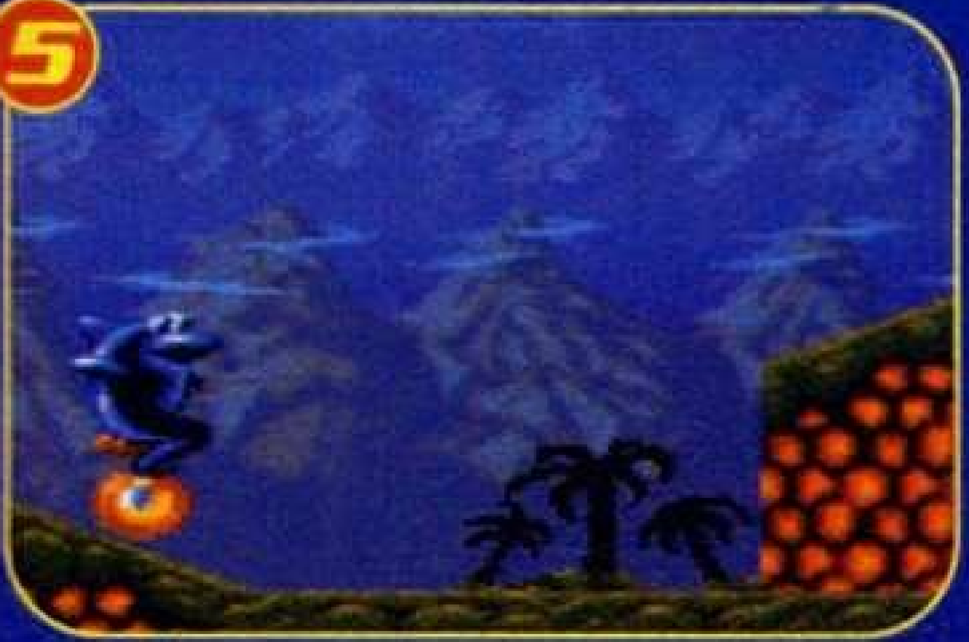

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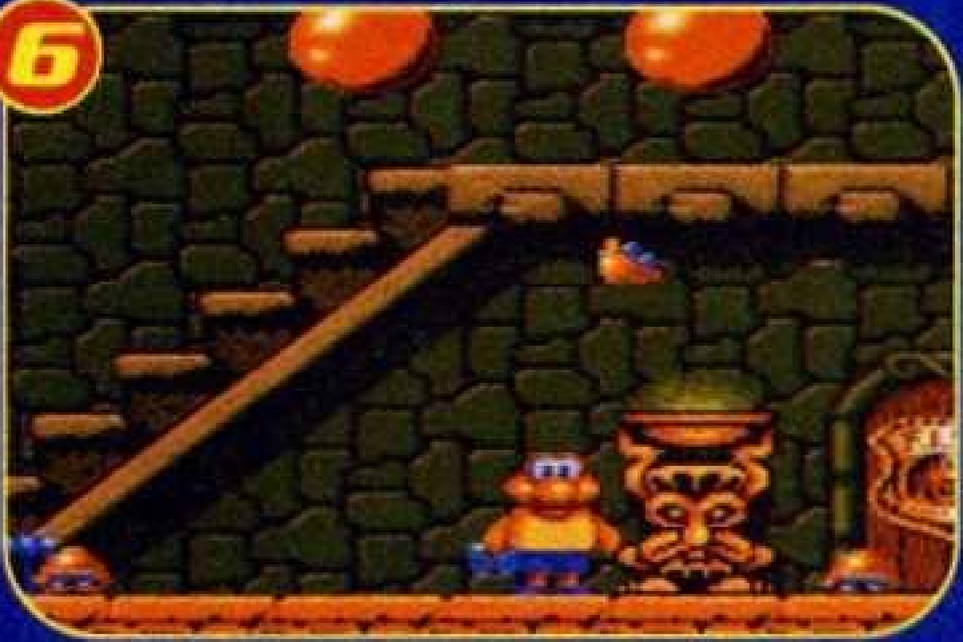

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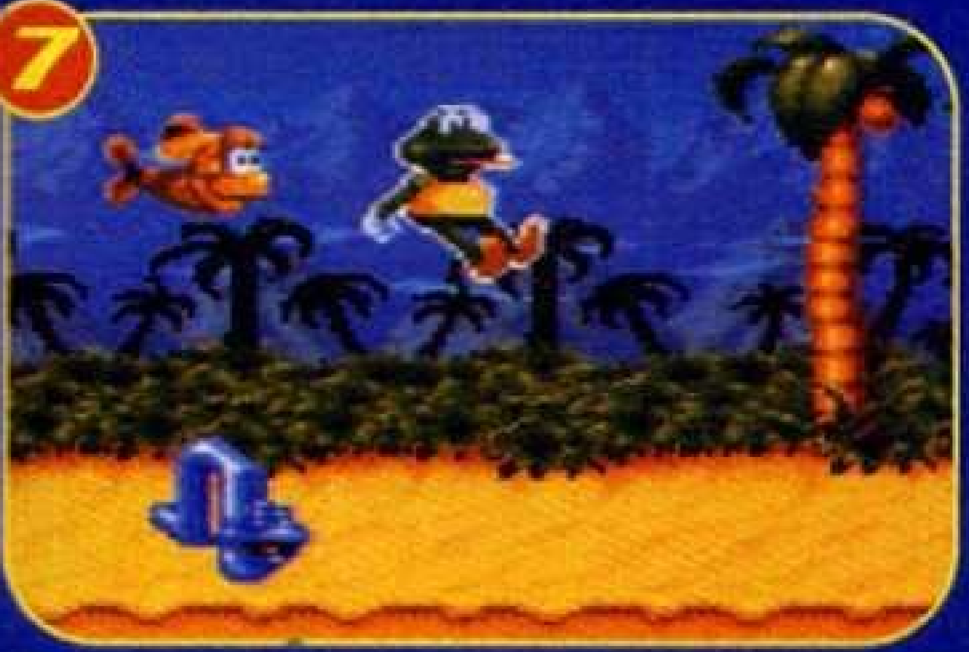

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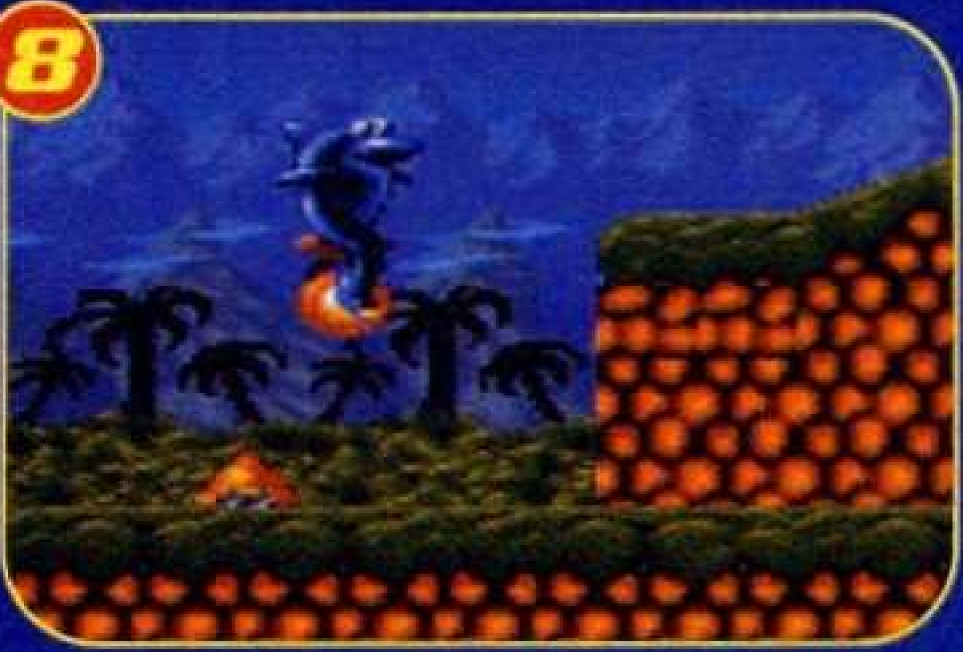


RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	☐	☐	☐
ACTION	■	☐	☐	☐
CHALLENGE	■	■	☐	☐
REFLEXES	■	■	☐	☐
ORIGINALITY	■	■	■	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	☐	☐
DAY	■	☐	☐	☐
WEEK	☐	☐	☐	☐
MONTH	☐	☐	☐	☐
YEAR	☐	☐	☐	☐

PRESENTATION

91

▲ Lots of lovely-looking presentation screens, options, stat screens and everything.

GRAPHICS

80

▲ Very bright colours and distinctive characters.

▼ However, the backgrounds are pretty sparse and the sprites lack real definition.

SOUND

64

▲ Lots of bouncy, jolly tunes...

▼ ...Which get on your nerves after about a second. The effects are almost non-existent.

PLAYABILITY

51

▲ It's dead easy to get into.

▼ But the poor collision detection, lack of skill or depth mean it's dead easy to get out of as well.

LASTABILITY

48

▲ Lots of events

▼ But you'll master them in no time and have no compulsion ever to play it after your second go.

OVERALL

49

A terrible attempt at reviving a long-dead genre.

CART SPEC

- **BY:** MINDSCAPE
- **PRICE:** £24.99
- **RELEASE:** AUGUST
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 2 MEG

GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Average
- **CONTINUES:** Password
- **RESPONSIVENESS:** Not bad at all
- **1ST DAY SCORE:** Complete first level
- **GAME ORIGIN:** An original game based upon the exploits of those oh-so brave fire fighters.

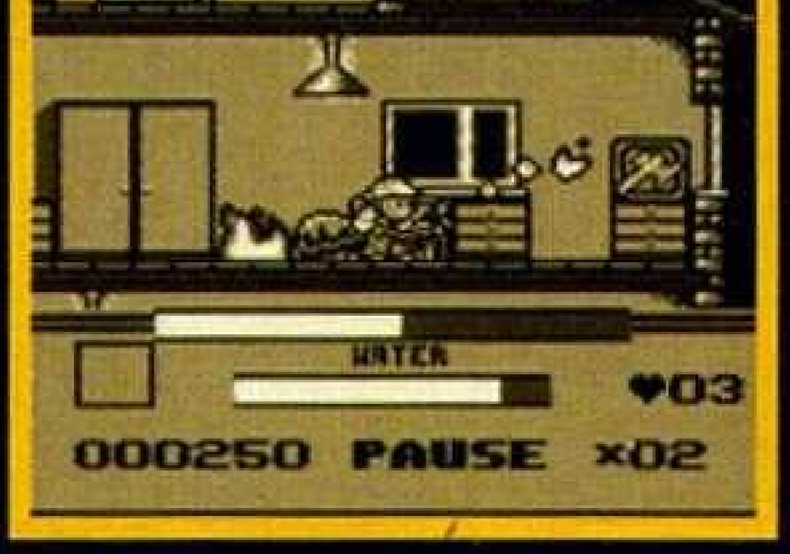
CONTROLS

- **HOW TO PLAY:** Guide your fireman through the eight burning buildings putting out the fires and rescuing the hostages without losing all of his three lives.

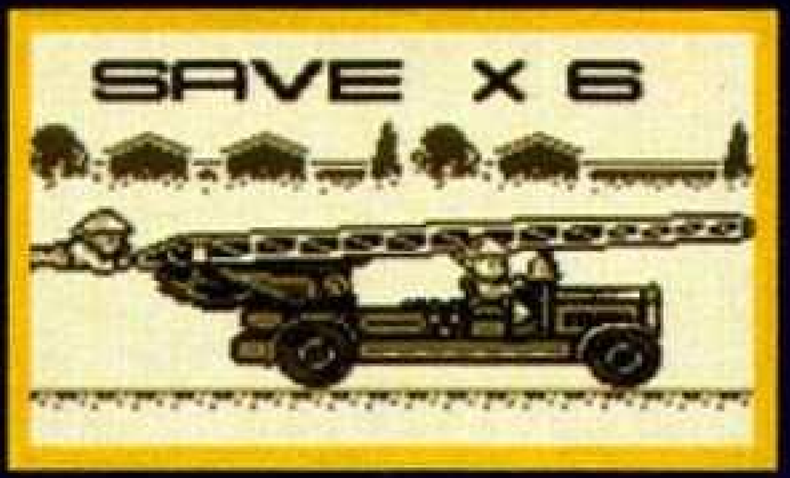
A	**FIRE HOSE**
B	**JUMP**
S	**START:** PAUSE
S	**SELECT:** NOTHING

There is one main rule of fire-fighting, which has been handed down from generation to generation: "Fight fire with fire". What a load of pish, eh? If you've ever tried putting out your blazing hearthrug with a blowtorch or a bucket of flaming coals you'll no doubt have been quite surprised to see your house burn down.

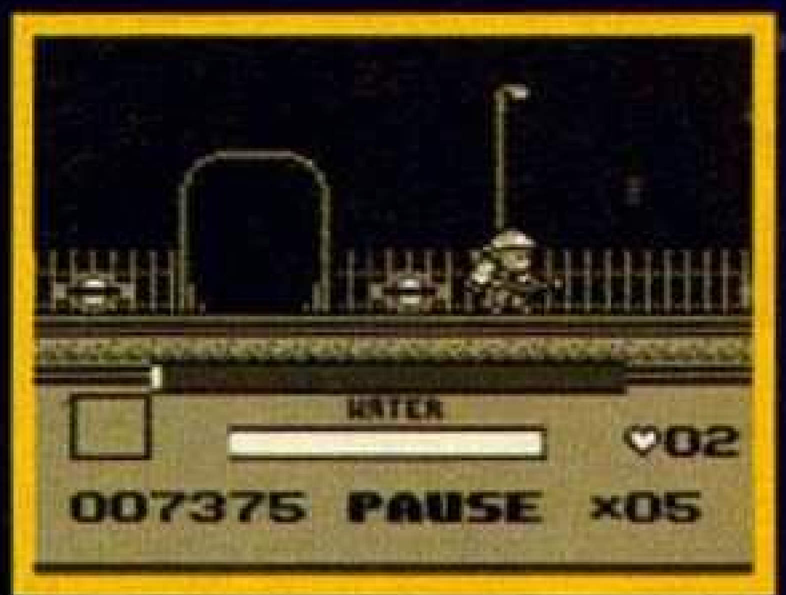
Yes, it's true - folklore doesn't know what it's talking about. It's like saying "fight drowning with a nice big cup of tea" or "fight arthritis with Spanish guitar and flamenco lessons". So, in the spirit of public information, Mindscape have released Fire Fighter, a game which tells it how it is - you should fight fire with water or foam - or CO2 if it's an electrical fire. Guide your plucky fire bloke through the blazes and save the populace with your new-found inferno-tackling knowledge - you never know when it might come in handy.



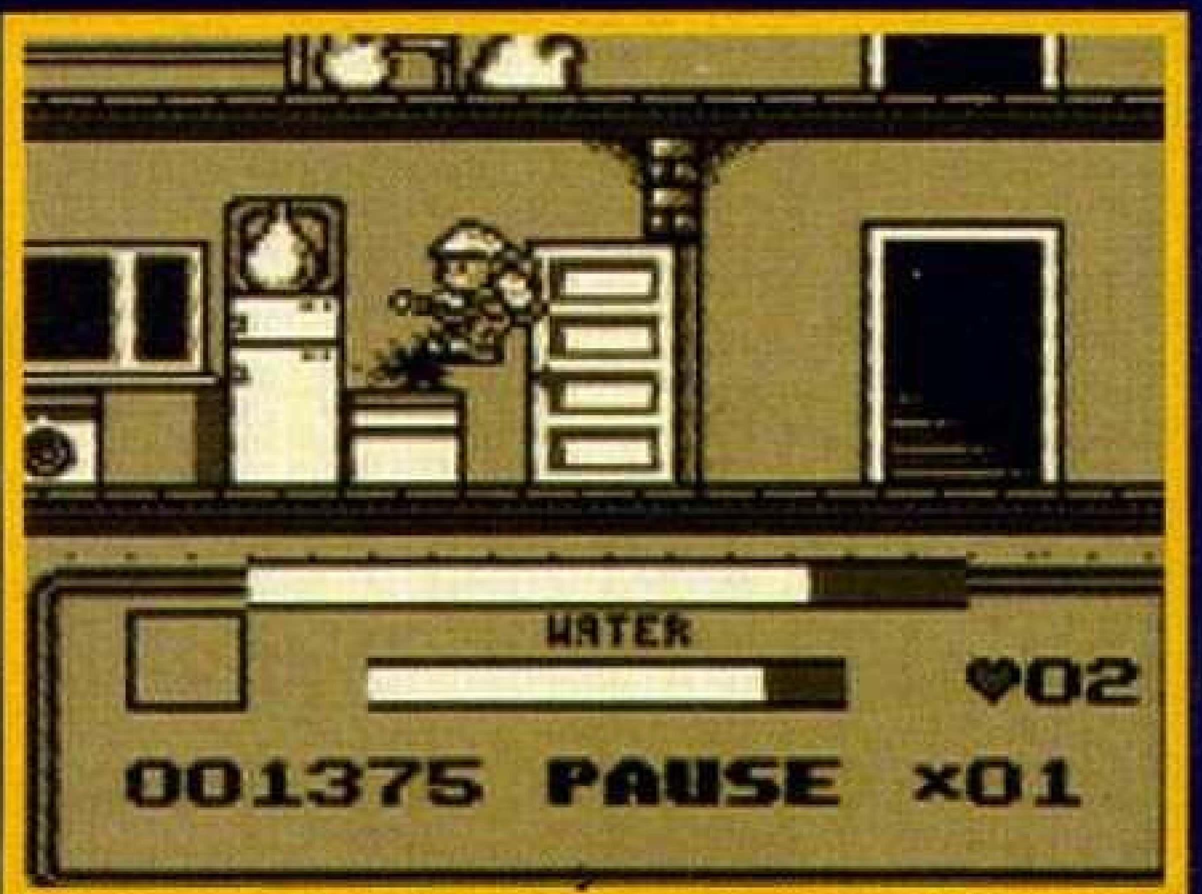
▲ Behind yoooooooooooooou!!!!

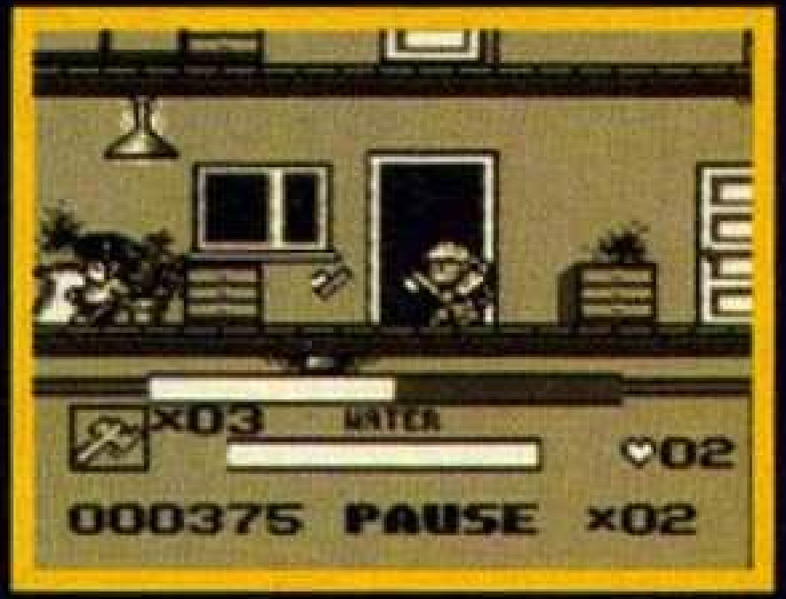


FIRE F

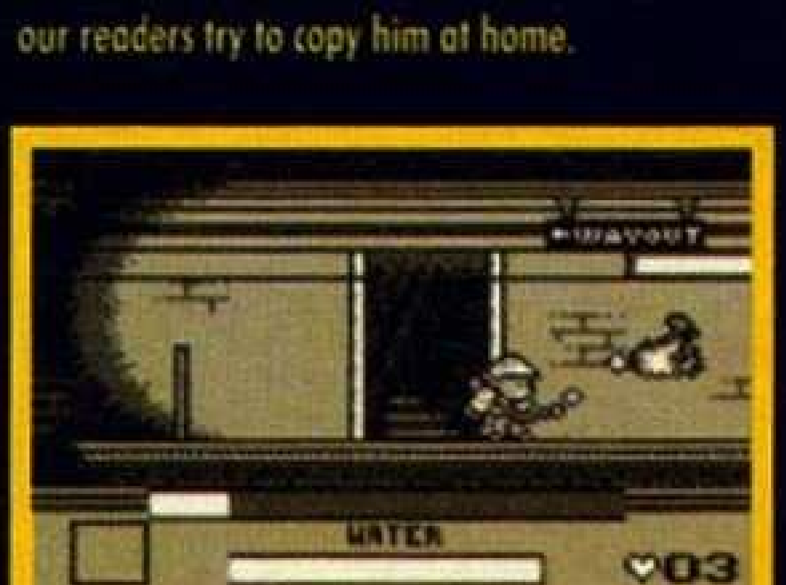


▲ It was here just a minute ago - who's nicked me fire engine!





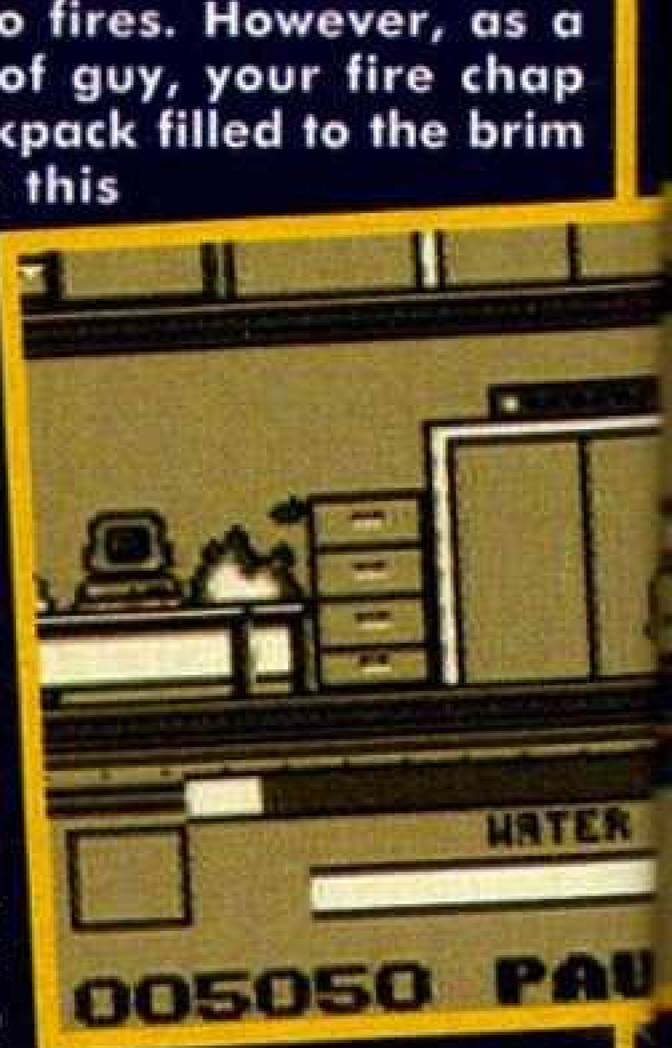
▲ The game's sprite is a fully-trained firefighter and, under no circumstances whatsoever, should our readers try to copy him at home.

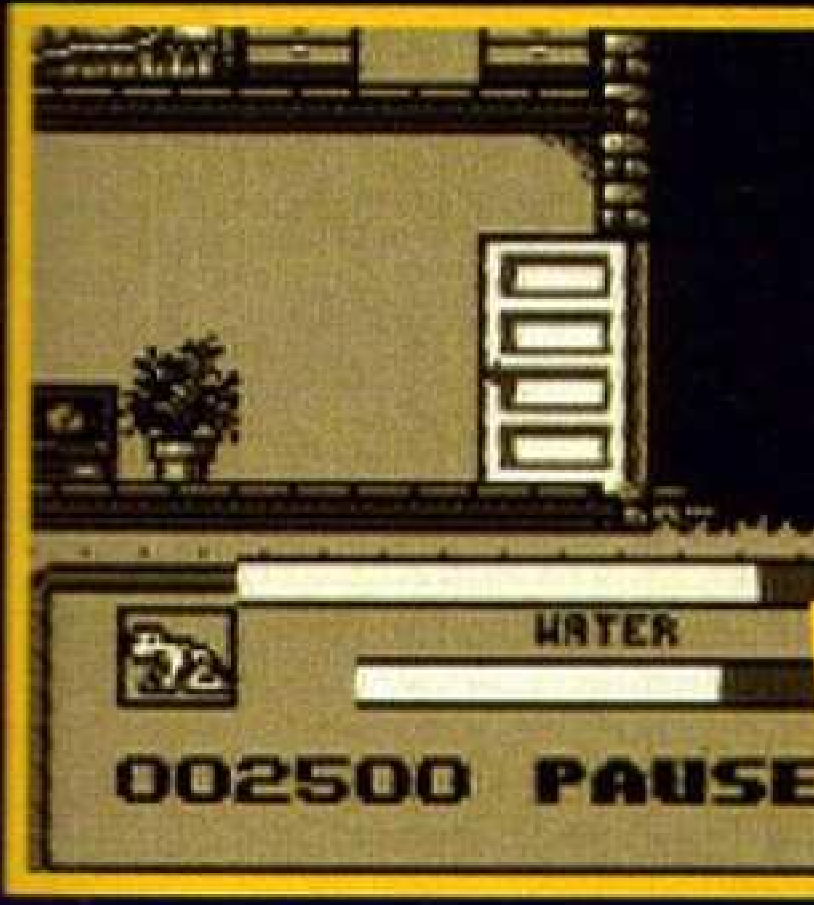


▲ Be vewy quiet I'm hunting fire. Har-ha-ha-ha-ha (Copyright: Last-Ditch Can't Think of Anything Captions 1993).

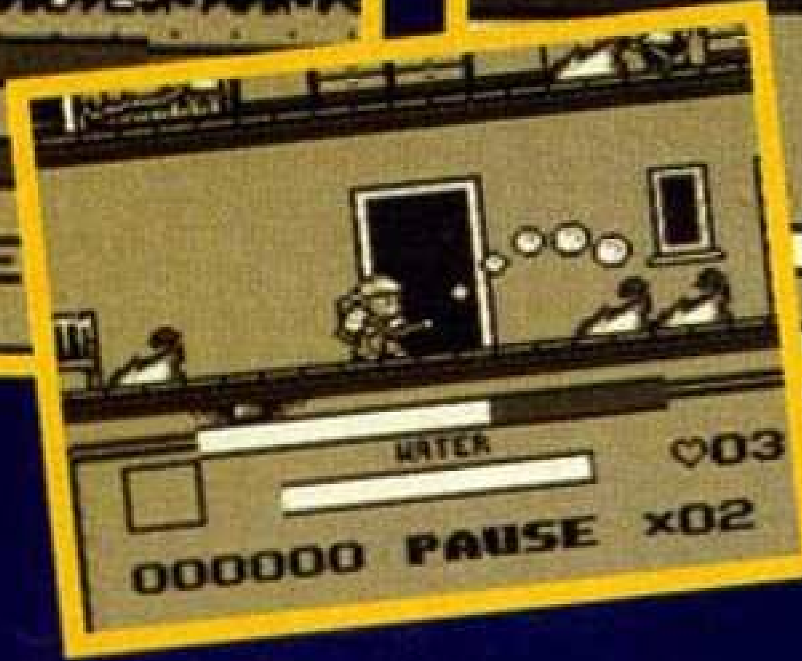
MEET JOHN DOE

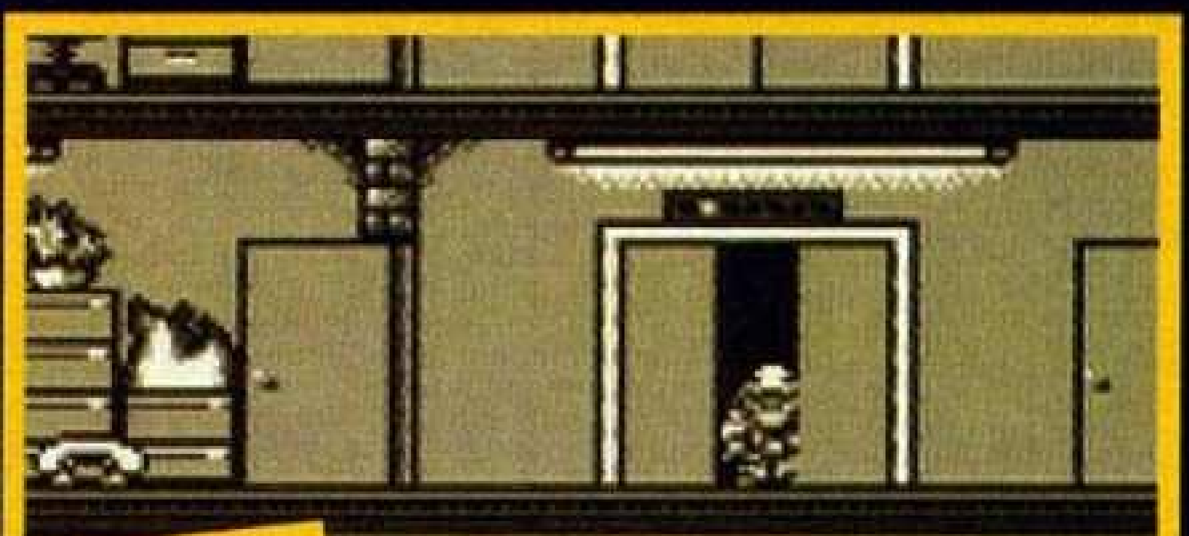
The major tool of the fire-putting-out trade has to be the hose - used to pump water or foam onto fires. However, as a more rescue-type of guy, your fire chap has a portable backpack filled to the brim with liquid. Whilst this makes it possible for him to roam all over the place, it does only contain a finite amount of extinguishing substances. Luckily, each building your bloke visits has loads of cartridges of water for just such a backpack left lying around! All you have to do to replenish your supplies is walk up to a drip icon and pick it up.



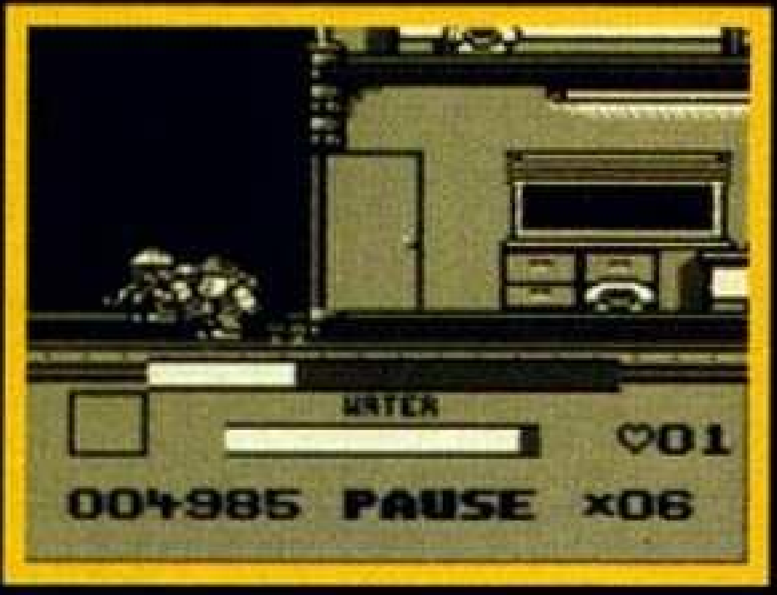


▲ Eeee, I remember when you could leave your front door open without members of the services coming in and nicking your kids.



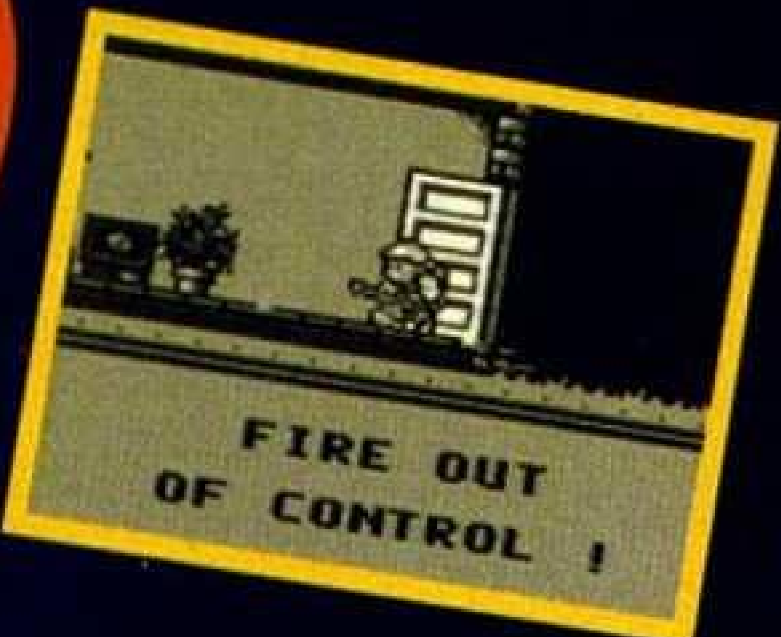


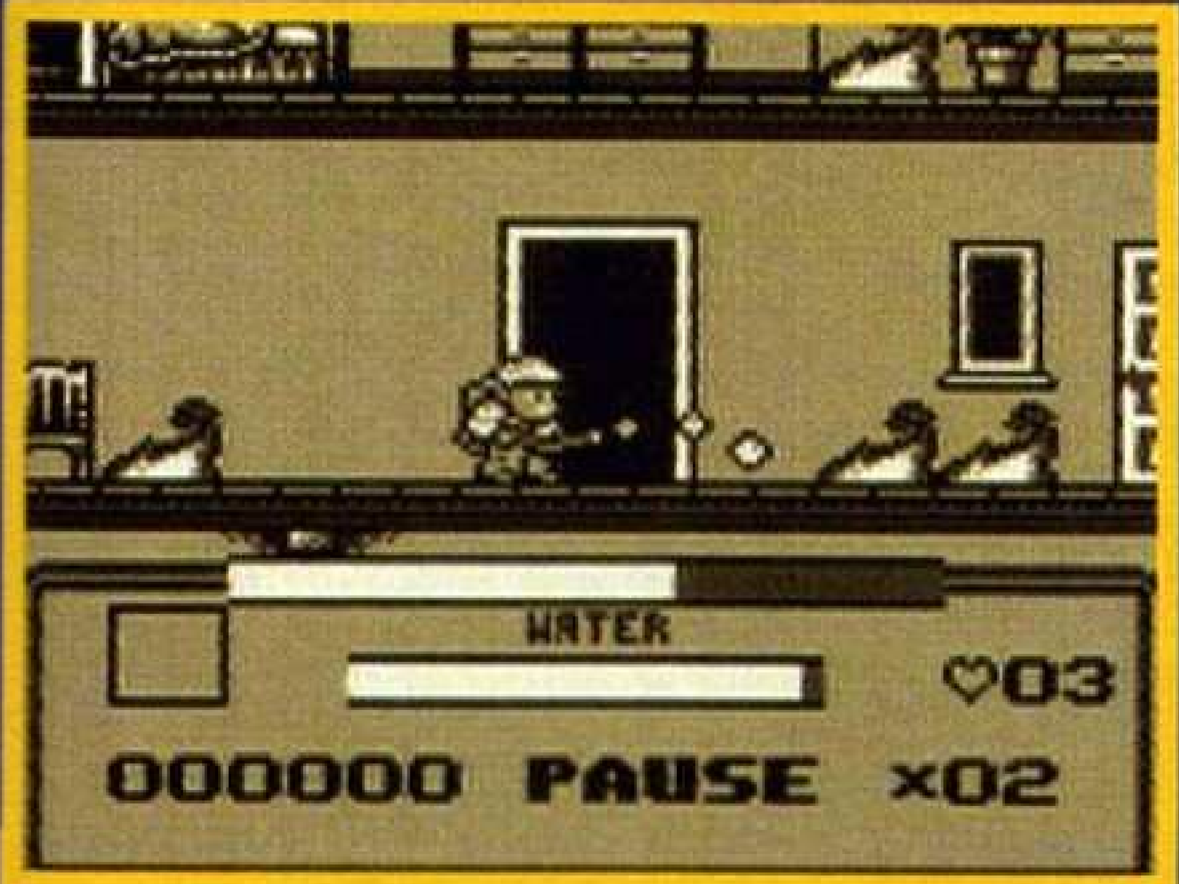
▲ Charley says 'Never use a lift during a fire.' Psychiatrists say 'Never listen to what your cat says or you'll be sitting around licking your bum all day.'

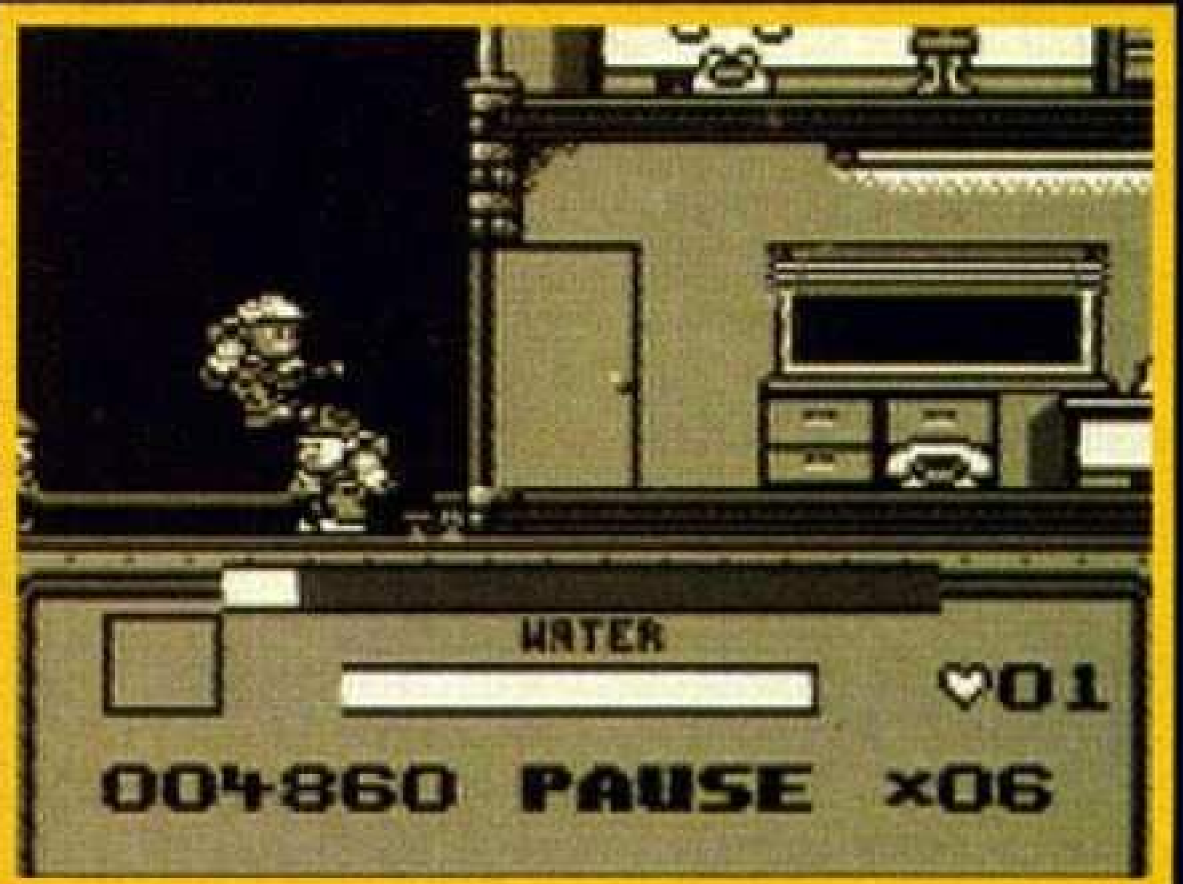


▲ Two blurred blobs dancing yesterday.

IGHTER





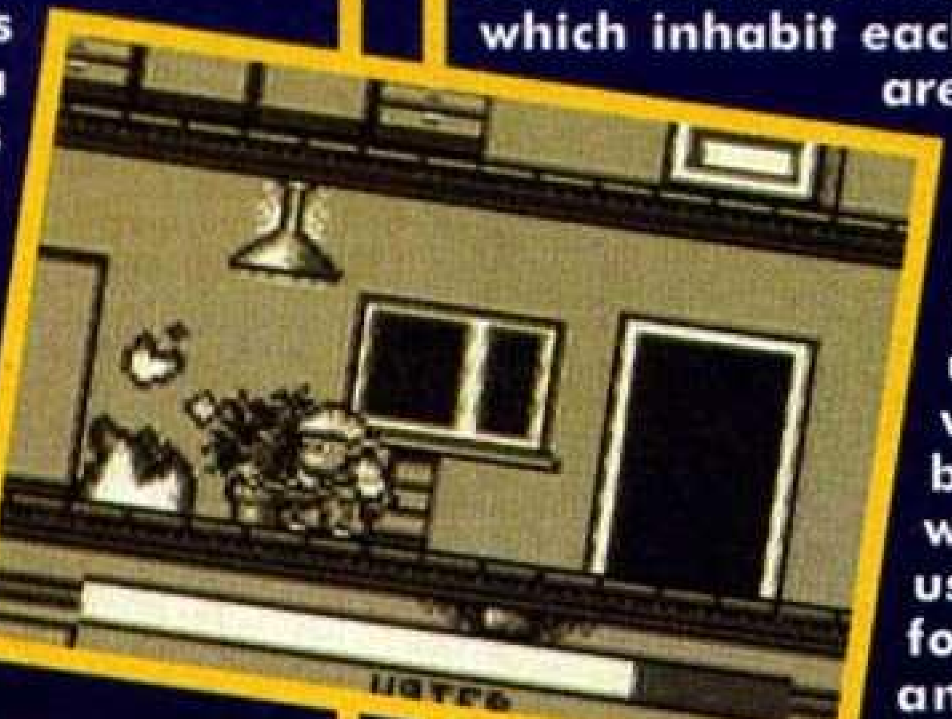


..ERM, THAT OTHER ONE

The great thing about your portable hose is its adjustable nozzle. This allows you to control the stream of water coming out. This varies from the full-power stream which arcs up to quite a height and has a very long range to a tiny dribble which drips almost straight on to the floor at your character's feet. The reasons why this is so useful are obvious. Sometimes, you'll be wanting to get a fire which is quite some distance away and neutralise it before it reaches you (if it's moving), or perhaps you'd like to put out a fire at head-height, or maybe one which is nibbling at your kneecaps.

FIREHOSE AXE SLINGER

There are two other pieces of kit which firepeople use, neither of which are ignored in Fire Fighter - the axe and the ladder. Axes are used for breaking down obstacles and killing the evil arsonists which inhabit each level. Only five axes are granted for every icon collected, however. Most buildings are connected by stairwells, but it's not uncommon for the stairways in skyscrapers to burn out, and this is where ladders come in useful. Ladders are also found split up into bits and spread throughout the stages, and your fireperson needs to collect a bit of this ladder for every floors-worth of height.



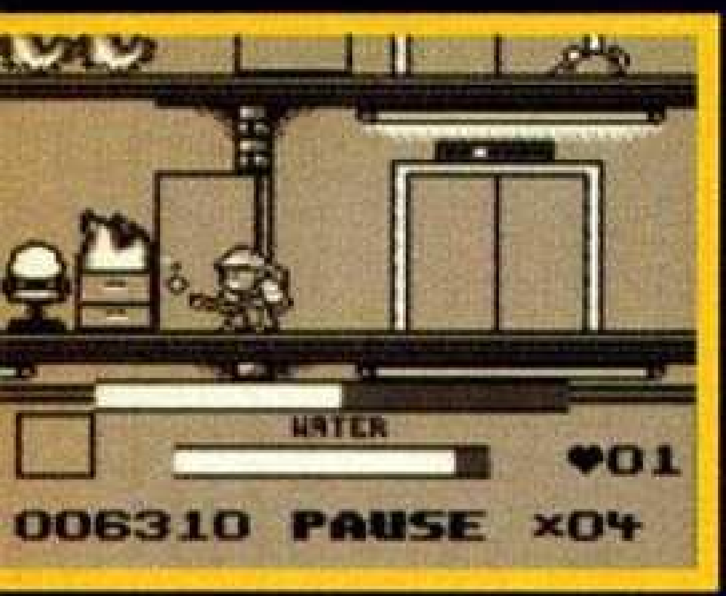
MENT

RAD

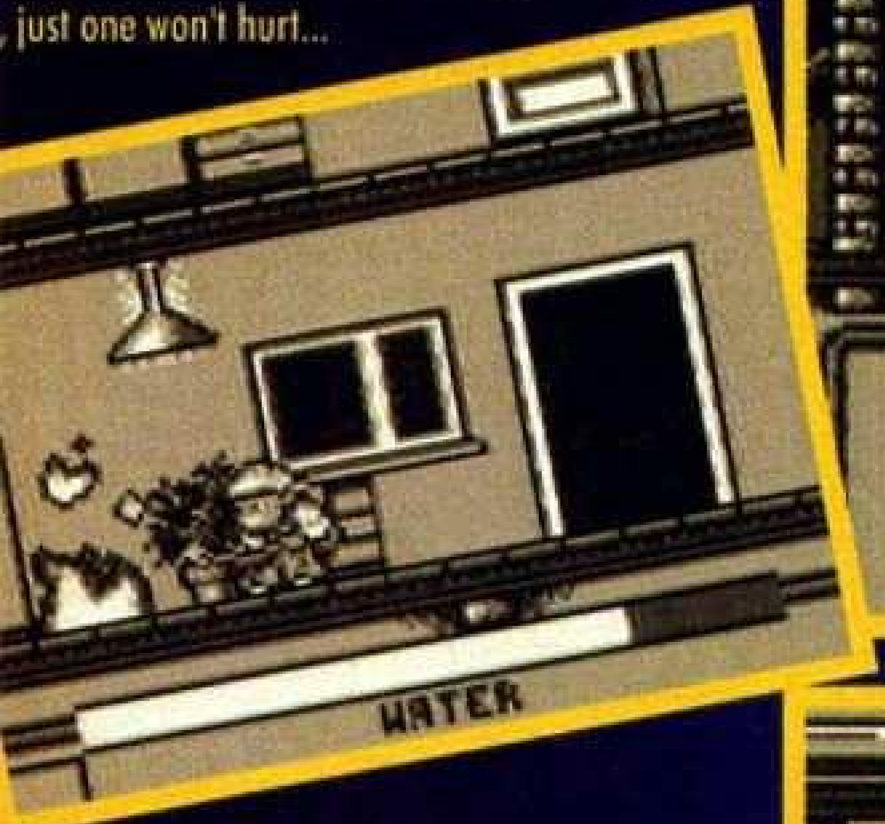
This is a pretty brave attempt at doing sometihng new with the platform genre. Fire Fighter is a puzzle-based game where flicking the right switches to open up parts of levels and finding ladders to get you to the next floor are more important than your actual jumping skills. However, avoiding the arsonists and roving fires whilst putting out enough minor blazes to keep yourself safe without wasting time are equally important. The small screen of the Game Boy does present some problems and can make it a little difficult to see where you're going or, more likely, if there's a roaming fire heading your way. Still, Fire Fighter should appeal to people with a yen for more cerebrally-based arcade games than out-and-out puzzle titles or platform blasters.

REVIEW

GAME BOY



Tee-hee! Can I do a wee-wee caption? Oh go , just one won't hurt...



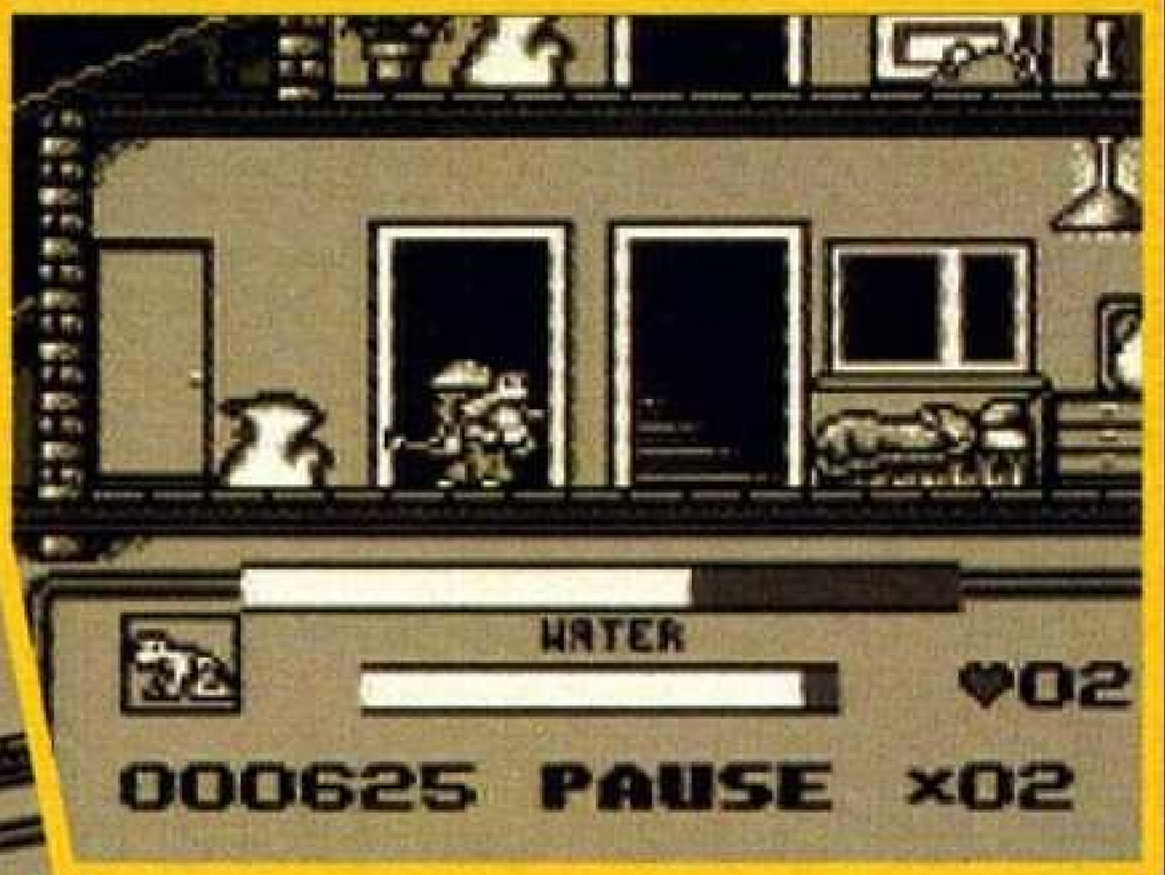
COMMENT

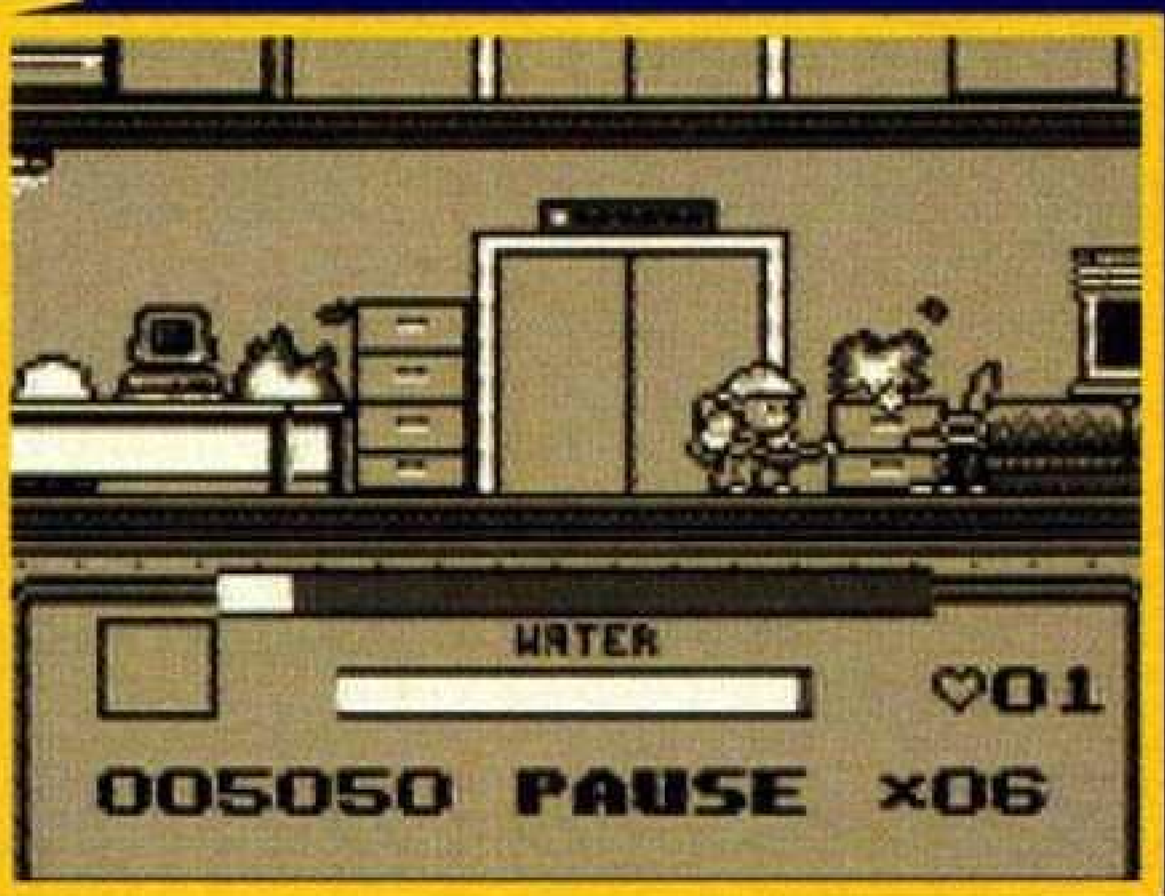
STEVE

I don't know what it is about Fire Fighter, but there's something strangely appealing which keeps drawing me back. First of all, the actual game idea is excellent, and stomping up and down burning buildings looking for survivors and putting out fires is great fun. I also liked the different aspects of the job the programmers have incorporated, including axes and ladders, and these add variety to what could quite easily have got a little repetitive. Having said that, I still have my doubts regarding the game's lasting appeal as each of the missions can get a little pedestrian as the player strives to return the many trapped people, but fo rthe odd game here or there, Fire Fighter is brilliant Game Boy fare.

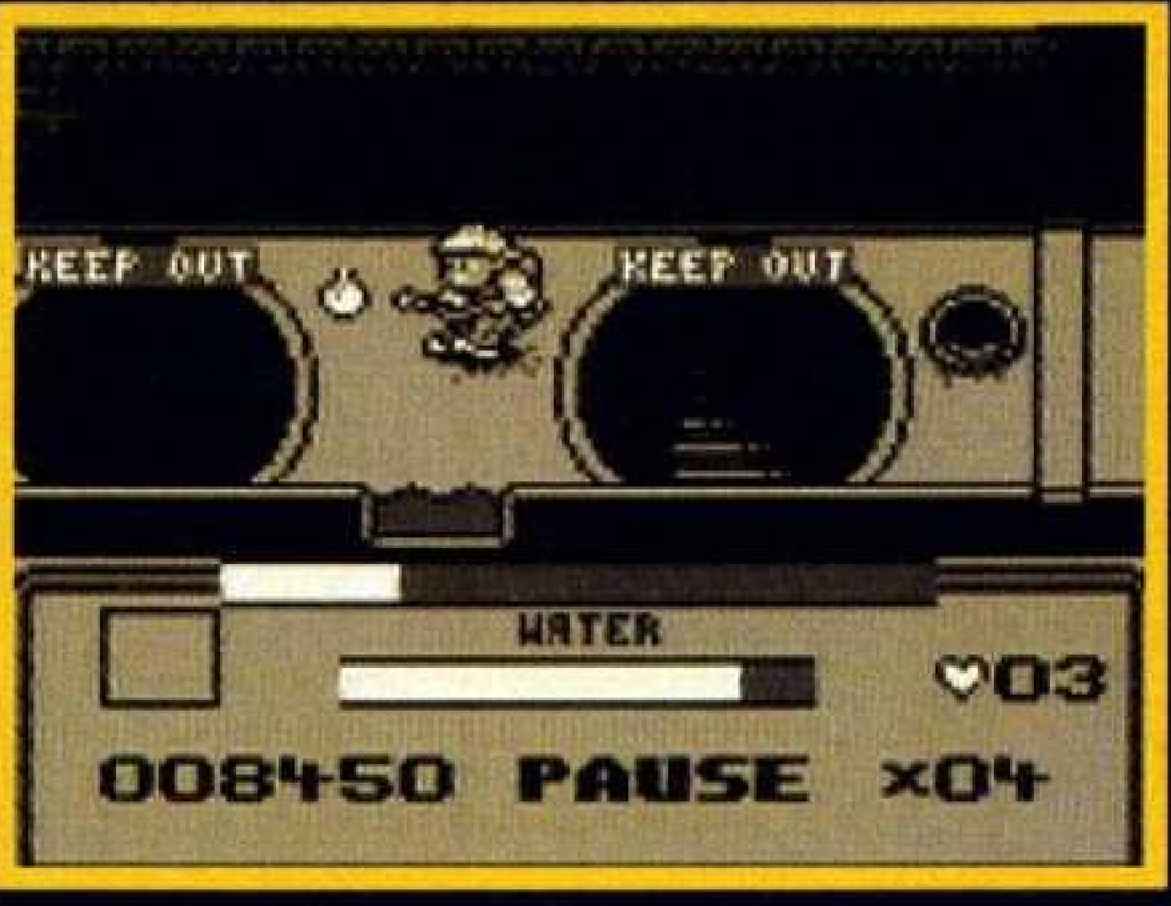
SCORCH MARKS

The main objective of your mission is to rescue the trapped babies, office workers, hotel guests or whatever. However, most of them are in a state of shock when found and need to be carried out. Your firebeing may only carry one person at a time, each of whom is carried outside and deposited by the waiting ambulance before you set off finding another. However, you have only a small amount of time to rescue everyone (the number of people varies per level), as indicated by the meter at the bottom of the screen which displays how much of the building has burnt down. Once it's all gone, it's 'Game Over'.





▲ Cliff, the brave hunchbacked firefighter, picked his way through the burning building looking for the man known only as Creole who could help confrm his parentage. As he held his trusty hose in his hand, his mind was a jumble of emotions - and his backside was severely singed.



▲ Pretending he was Kurt Russell from out of Backdraft, the plucky fireman explored the sewers in search of four ninja tortoise-like things to play with. Meanwhile, some rotten egg had sprayed the word 'Pause' on his water metre. The cad...

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	■
ACTION	■	■	■	□
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	□
ORIGINALITY	■	■	■	■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	□	□
MONTH	■	□	□	□
YEAR	■	□	□	□

PRESENTATION 78

▲ There's a few intermissions and some options and a title screen

▼ Nothing really out of the ordinary.

GRAPHICS 82

▲ The sprites and backgrounds are chunky and very detailed.

▼ However, this can make it tricky to see what's happening.

SOUND 76

▲ An adequate tune plays throughout.

▼ The effects aren't too great, being as there aren't many of them.

PLAYABILITY 82

▲ Original, challenging and a good laugh, with a bit of variety 'twixt levels.

▼ Takes a bit of getting used to and can be frustrating.

LASTABILITY 84

▲ The levels are fairly long and get very hard indeed after a while.

▼ Once you've completed it you probably won't go back for more.

OVERALL 81

An original and playable game which may not be a classic but is still worth getting.

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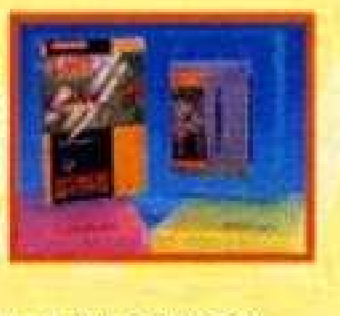

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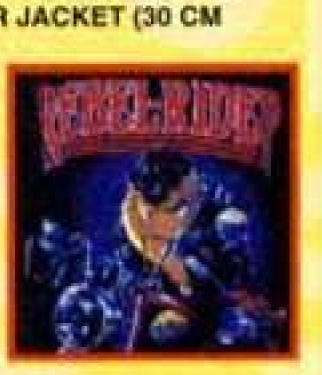

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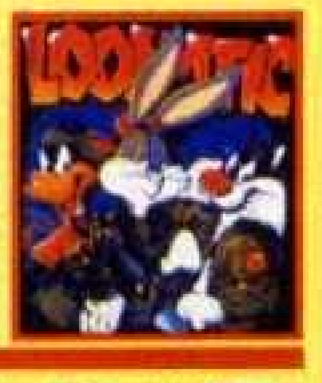

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

SHADOWRUN
START NEW GAME
START SAVED GAME
OPTIONS

CART SPEC

- **BY:** DATA EAST
- **PRICE:** TBA
- **RELEASE:** SEPTEMBER
- **GAME TYPE:** RPG
- **CART SIZE:** 8 MEG

GAME INFO

- **PLAYERS:**
1
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
Tough
- **CONTINUES:**
Infinite
- **RESPONSIVENESS:**
Good
- **1ST DAY SCORE:**
15% complete
- **GAME ORIGIN:**
Shadowrun is based on a cult role playing game of the same name by FASA.

CONTROLS

- **HOW TO PLAY:**
Jake must negotiate and kill characters to progress through the game.

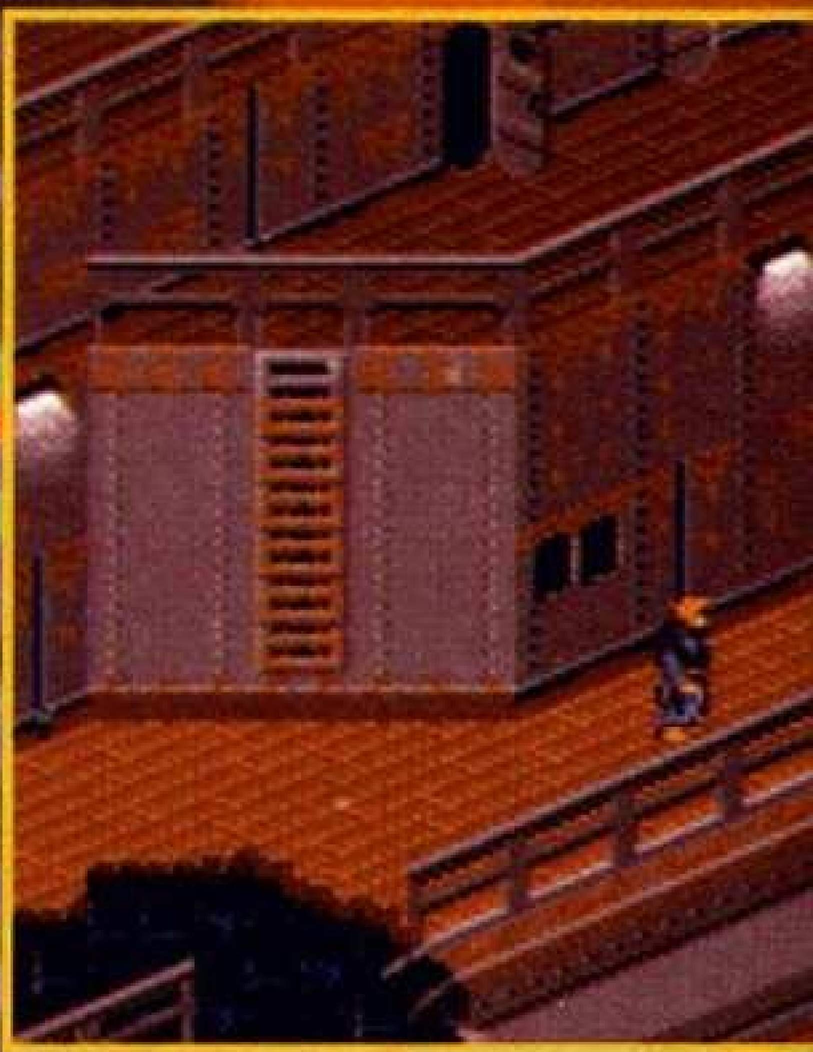
A	FIRE WEAPON/LEAVE MATRIX
B	CONTROLS ACTION GLOVE
X	CONTROLS SPELL GLOVE
Y	CALL UP INVENTORY
L/R	L: EXAMINE ACTION R: OPEN ACTION
S	START: START/STATUS SCREEN SELECT: ACCESS PARTY STATUS

In 1993 the city of Seattle is widely regarded as a pretty cool hang-out. The home of 'Grunge', Seattle's streets are strewn with flyers for many of the greatest hard-core bands currently rocking Seattle's clubs; there are hot babes with cool dudes weilding hot guitars on every corner. Probably.

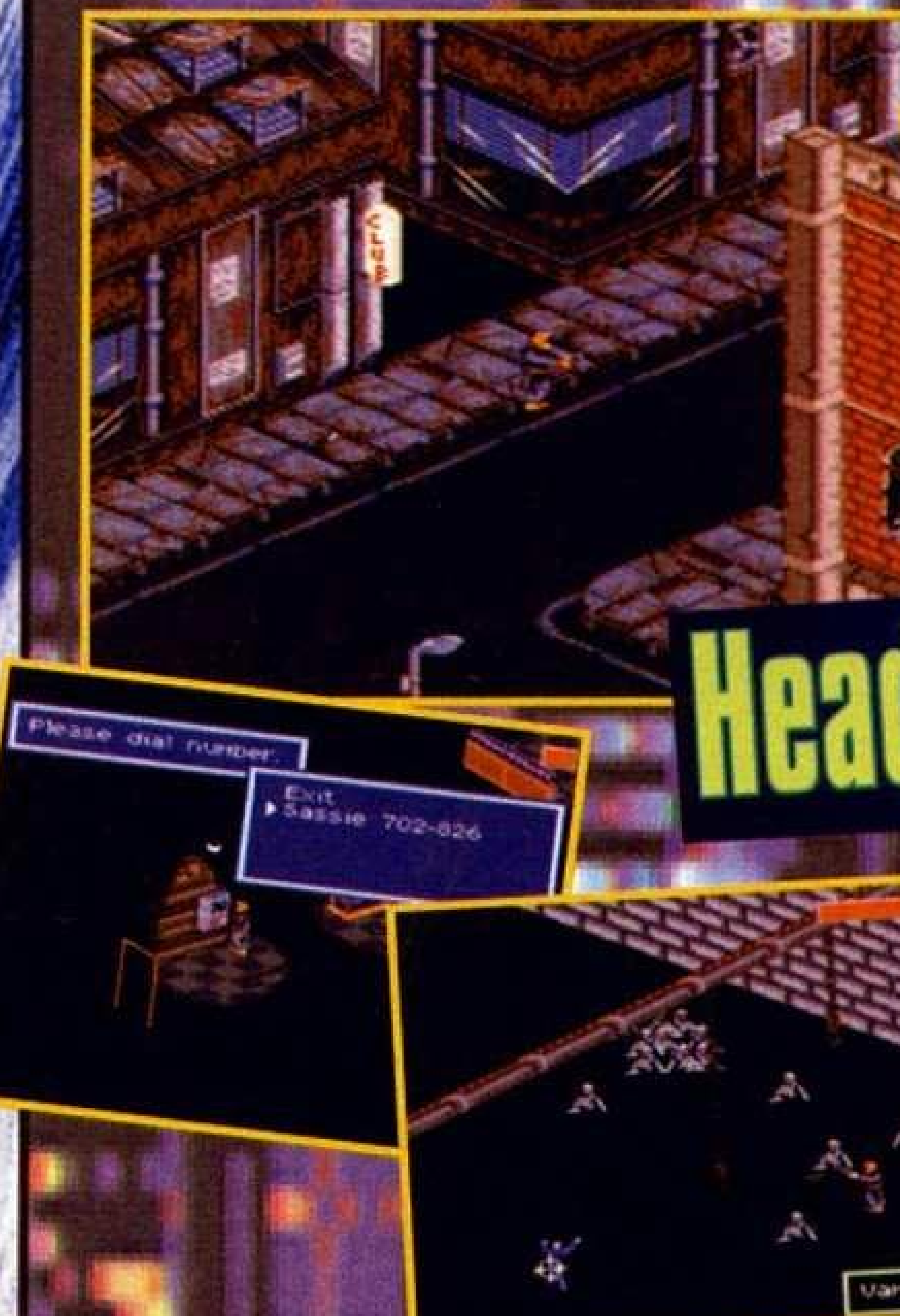
In the year 2050, however, Seattle is definitely in trouble. After spending centuries dwelling in the imaginations of lunatics and childrens' story-book writers, the world's magical beings choose 2050 as their year for a come-back! Elves, orcs and trolls, in an attempt to win the world back, these creatures begin exercising their magic over Seattle's population whose only option is to retaliate with technology. In the wake of all this a group of mercenaries arise. Beings that, for a price, help oppressed survivors get by. More importantly, the Shadowrunners guarantee the survivors' continued existance for as long as the money holds out.

Jake Armatage is one such runner, although he is self-employed and his only interest is in looking after himself - or is it? This one, special, Shadowrunner is suffering from amnesia after being wrongly mistaken for dead and banged up in the city morgue. While other runners are chasing money, Armatage is in pursuit of his memory.

Data East's latest package for the Super NES lands the player in the role of Jake Armatage in his quest for self discovery. Shadowrun is an action/adventure game with role-playing overtones featuring a huge play area and much for Jake's discovery before he eventually finds himself. Even more forbidding are the many life-threatening situations that Jake faces before he saves his own for good. NMS cut through all the doom and gloom for this intensive review.



▲ Big ship yesterday...



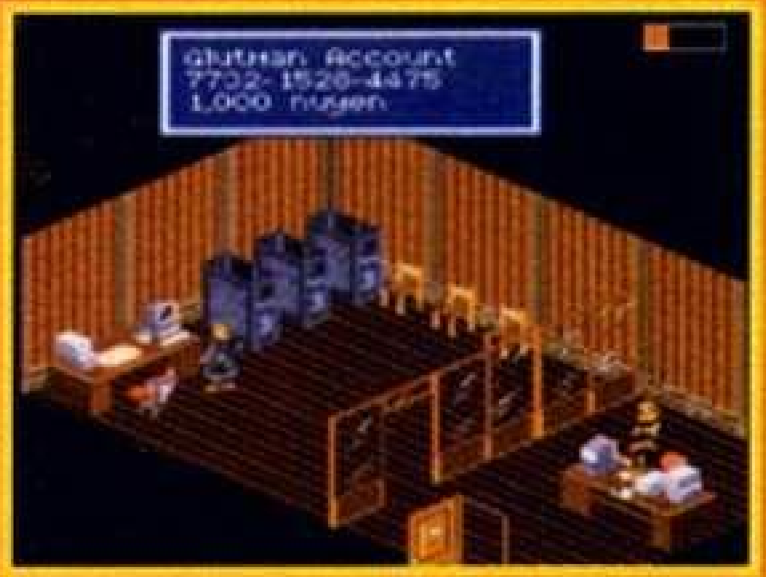
Please dial number:

Exit
▶Sassie 702-826

Heads up!

ON LINE...

'Listen, I can tell you some things that might help you out but they're not to go any further than this page. OK then, first things first. I'm a Shadow runner - an adventurer-for-hire. Shadow runners live on the wrong side of the law - which just happens to be the safest place there is in Seattle right now. Anyway, the hard facts of life, kid, are that money saves lives. Ironically, in most cases, you've got to kill to get it. Money buys everything any fool Shadowrunner needs to survive - guns, modifications, info - you name it! The fact of the matter is a guy can buy anyone for a price and not every Runner's got the same morals as me. If I get a bullet in the head tomor-



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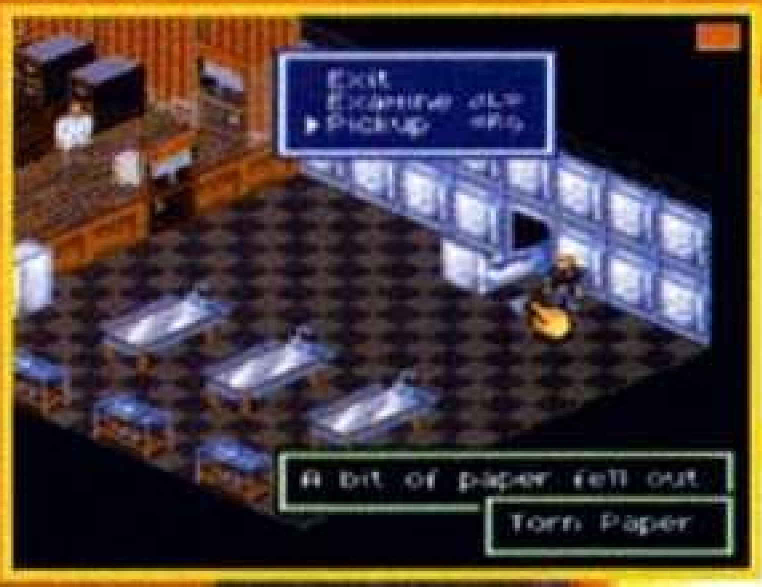

Exit
Examine
▸Pickup

A bit of paper fell out
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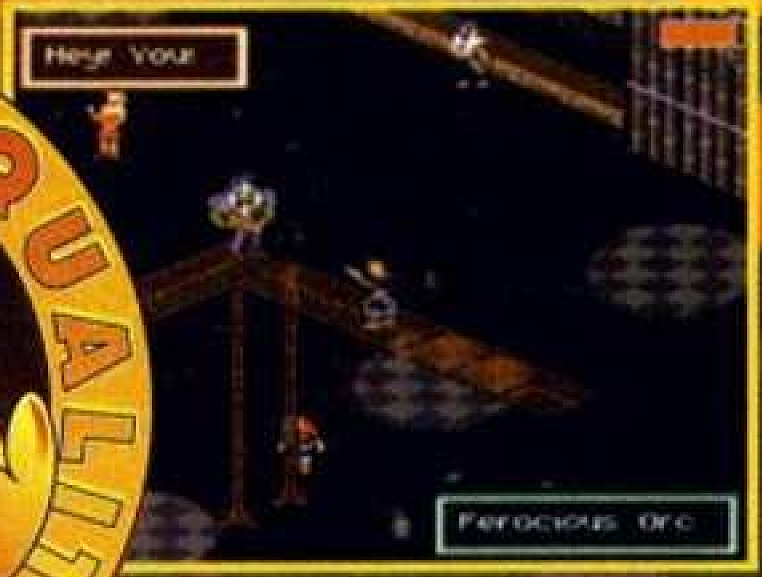
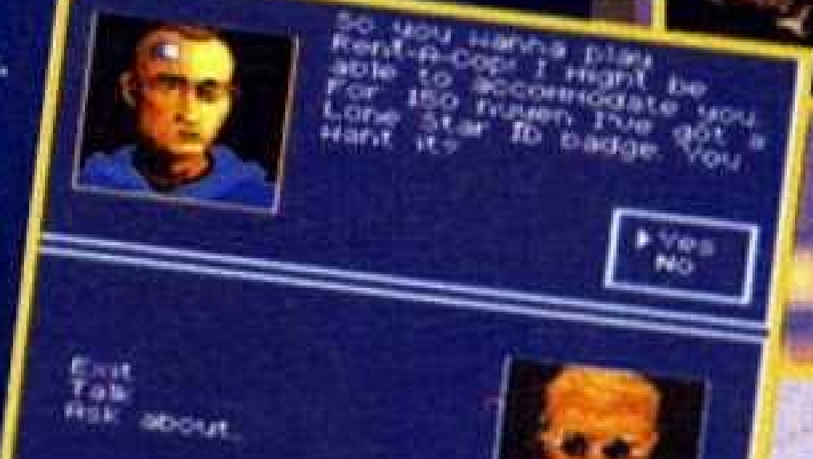


As the couples started Waltzing under the moving spotlights, and Rosemary Ford started commentating, gunshots rang out. Probably.

.... JAKE ARMITAGE

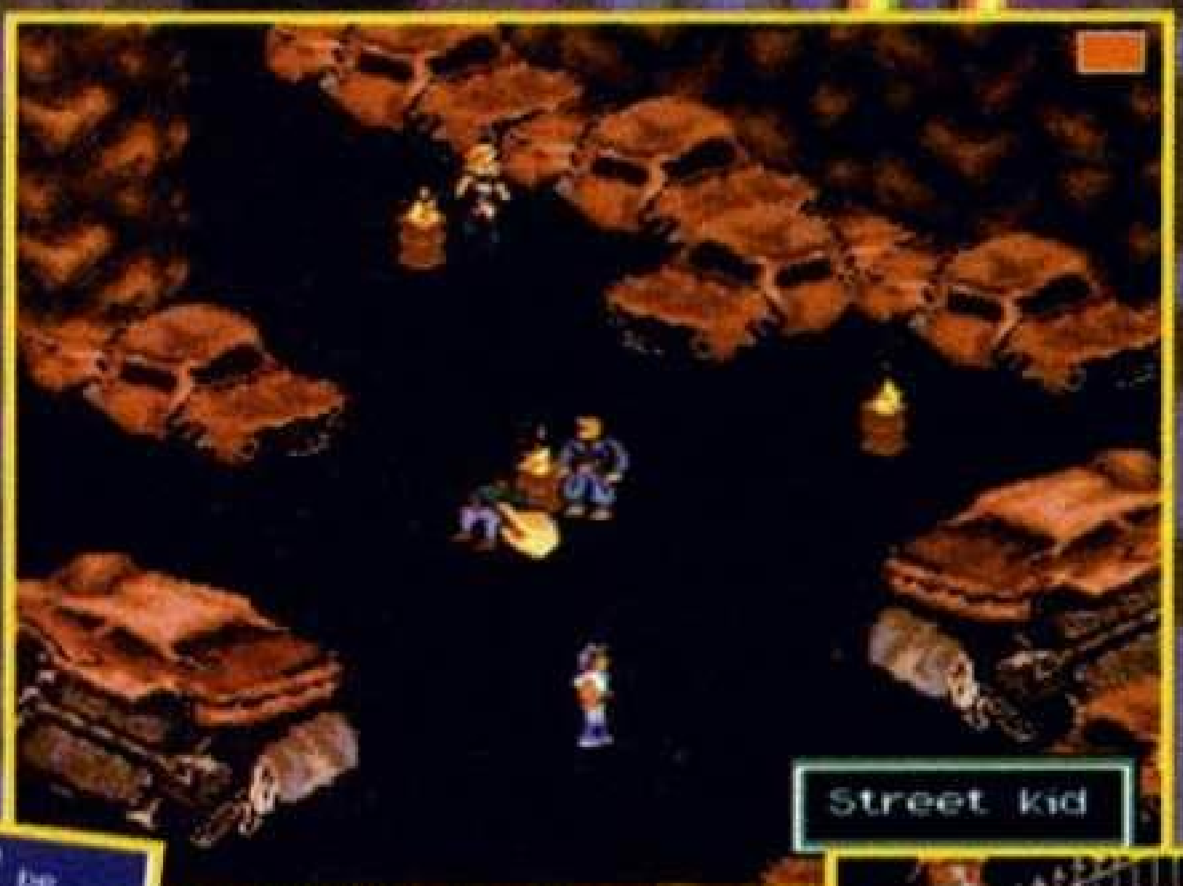
row, its a 99% chance that somebody walked away with about 500 Nuyen for the privilege of having me dead. Get the idea? You'd better! The first thing you've got to do is get yourself armed. Speak to the Orcs about guns - they're good about stuff like that. Next thing you ought to know is where to find information. There isn't a pit in this town that ain't affected by the mess our city's in and some very interesting people are found drowning their sorrows in the bars and clubs. Even if the clients have lost their tongues - literally - the guys serving in these joints usually have something worth chasing. Question everything! I'll tell you one more thing before I get back to my own life - what's left of it. You and me aren't entirely human. No joke. We're 'Metahumans'. Half machine. Like I said before, a healthy supply of Nuyen is good for us. Street Doctors have gimmicks that sharpen your reflexes, upgrade your savvy with computers and even enhance a guy's charisma. Don't smirk - you need all the friends you can get! This is all I'm telling you. Go find out the rest for yourself - oh, but you might want to check on 'Dances'. He's an old runner with a lot of time for rookies. Adios, would-be adventurer.'



So you wanna play Rent-A-Cop? I might be able to accommodate you. For 150 nuyen I've got a Lone Star ID badge. You want it?

▸Yes
No

Exit
Talk
Ask about.

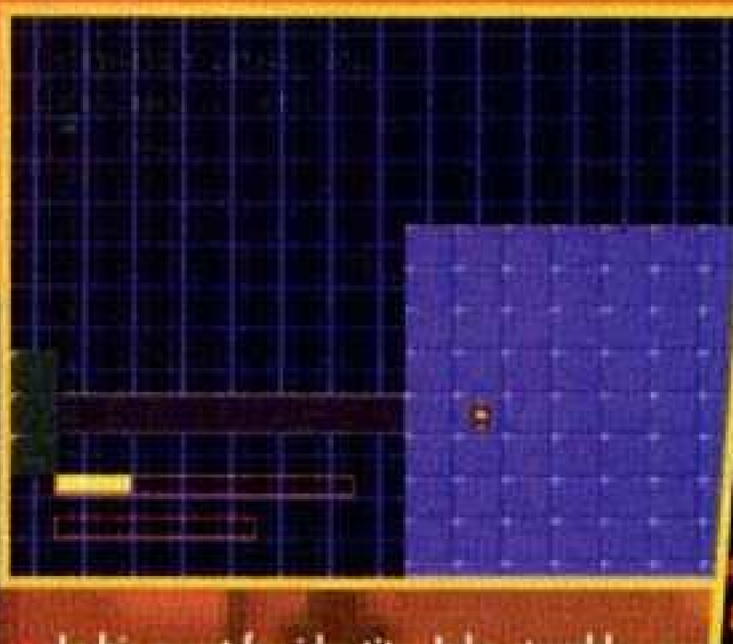


You're invited to the tramp's ball. Bring a bottle - meths, preferably.

COMMENT

RAD

Despite the shortcomings of the original Shadowrun board game, Data East's interpretation of 2050 Seattle is gripping stuff. Let's face it, even Zelda III lacks the necessary ingredients for a true role-playing game but its playability and superb presentation make it so essential. Likewise, Jake Armatage's quest for an identity and the freedom of his city holds the player's attention for hours on end. The play area is vast with the interaction between Shadowrunners providing both entertainment and large helpings of intrigue. Players feeling unfamiliar with this kind of title needn't feel intimidated by the apparent complexity of the gameplay. Novice runners are introduced to Jake and his attributes in their most basic form and to his new-found skills later. In fact, the learning aspect of the game is great in itself. What this leads to is some of the most rewarding gameplay available for the Super NES, whatever the genre, and Shadowrun has every right to our Seal of Quality.



In his quest for identity, Jake stumbles across an old knitting pattern. Strangely, the litany 'knit one, pearl one, repeat' sounded vaguely familar. A clue to his parentage, perhaps?

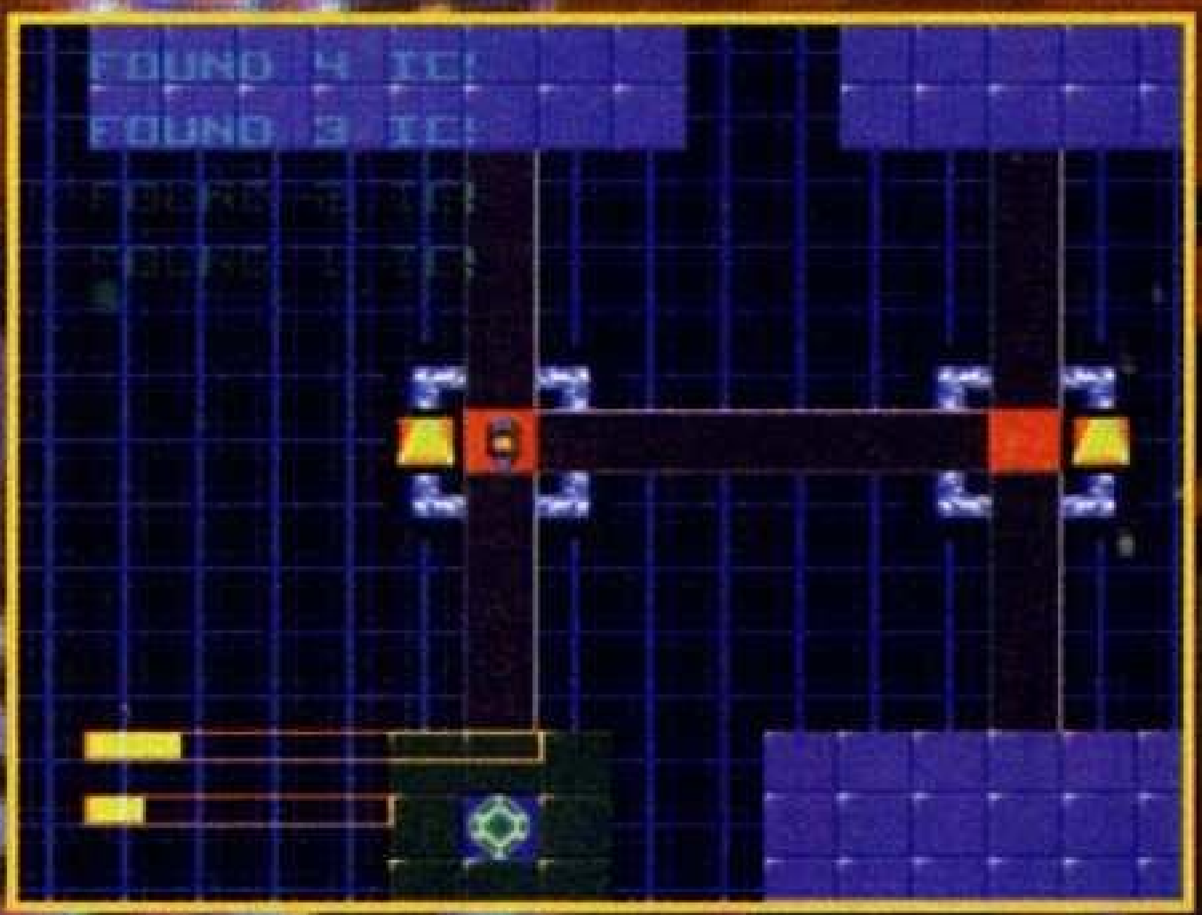
COMMENT

PAUL

I've been anticipating Shadow run for quite some time now - having been attracted to the dark nature of the graphics, the promise of a different kind of challenge and a lengthy one at that. Now that I have 'hands-on' experience I can say that all my expectations are confidently met and even surpassed - this is one heck of a game! The action is fairly slow at first, easing the player into the plot until the frantic struggle that accounts for the majority of the game takes over. From then on Shadowrun is a relentless search for Jake's identity and players are hardly given time to think as enemy mercenaries increase in number and Jake relies heavily on assistance of his own. Although the plot is complex, as in the Zelda games, everything makes logical progress and a player's patient dedication reaps big rewards. There are many RPGs available for the Super NES now but most of them are only available in Japan, but Shadowrun is one of the best that the machine has on offer and - now that it's official - unmissable!

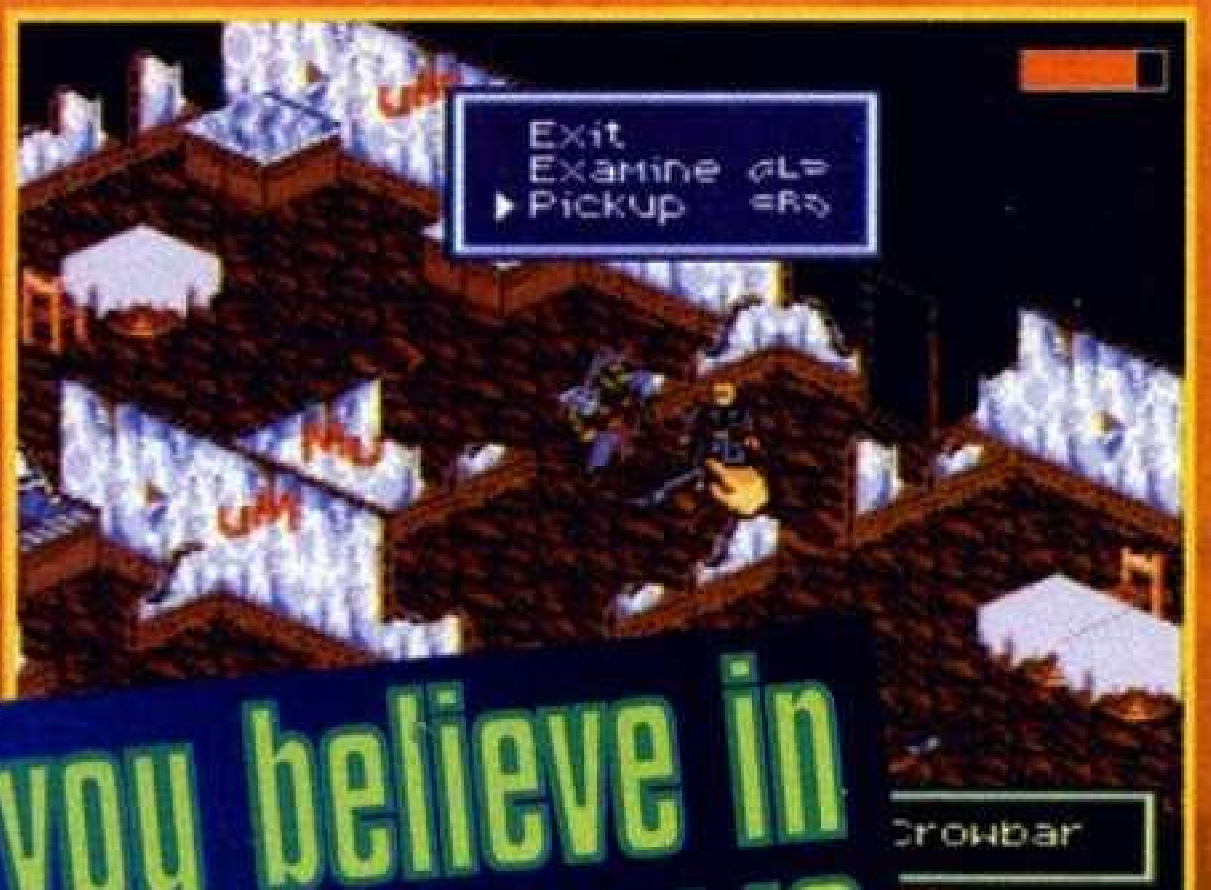
...DANCES WITH CLAMS

'I sense that you've spoken to Jake. He's a good runner - that's now. Jake's learning from his mistakes but he still needs assistance. That's why you're here, although his arrogance prevents him from realising this! It was this trait that resulted in the attempt on his life not long ago! As a Shamen I learn from reading the minds of people - and the minds of computers. This is a skill that is invaluable to Shadowrunners and one that Jake needs reminding of constantly. Help Jake find a means by which to break into the Matrix - the city's central computer network - and gleen as much from there as possible. Jake's welfare is in your hands now, also you may feel that 'Deckers' - specialist Shadowrunners hired for their prowess in handling the Matrix - are of great help. Be warned, such exercises attract unwanted company, so have Jake talk to an Orc or two about the benefits of Mercenaries -guns for hire!'

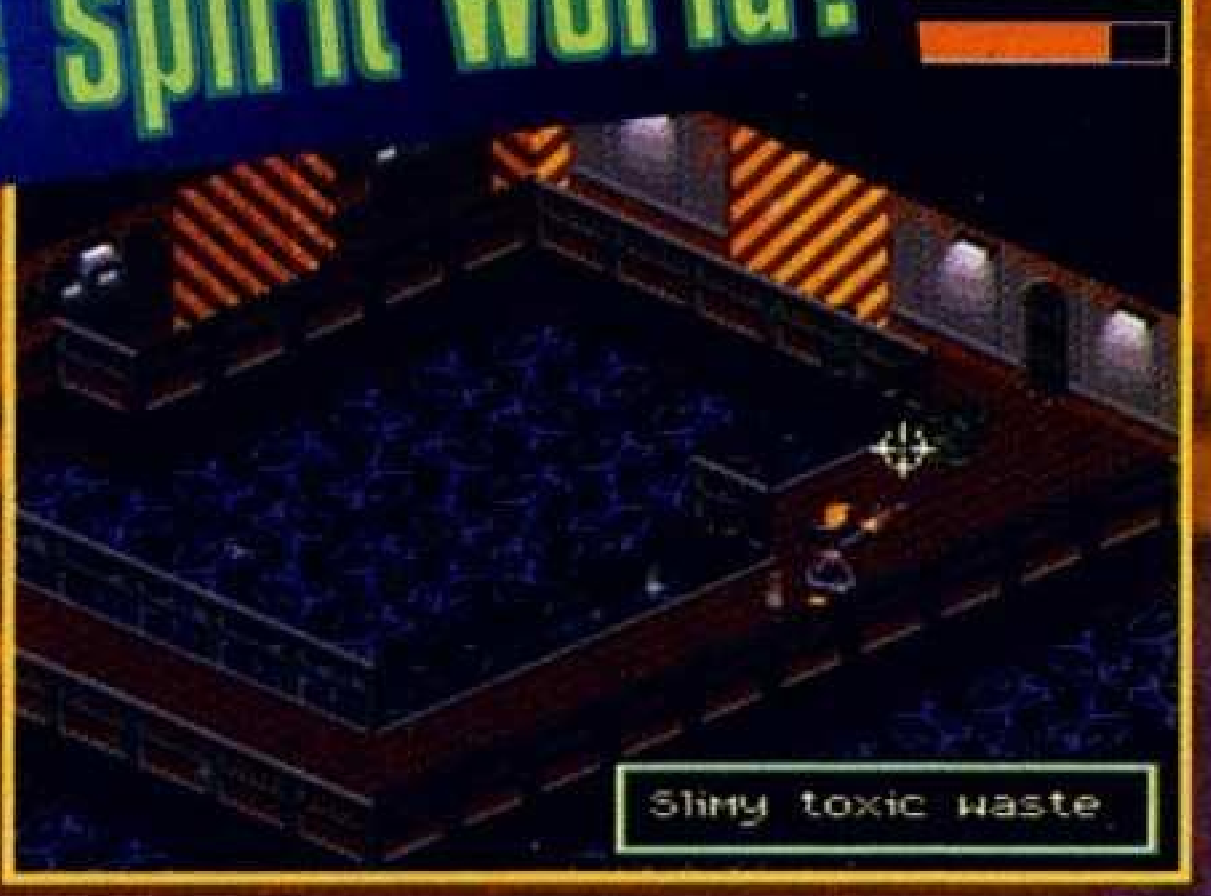


...JESTER SPIRIT

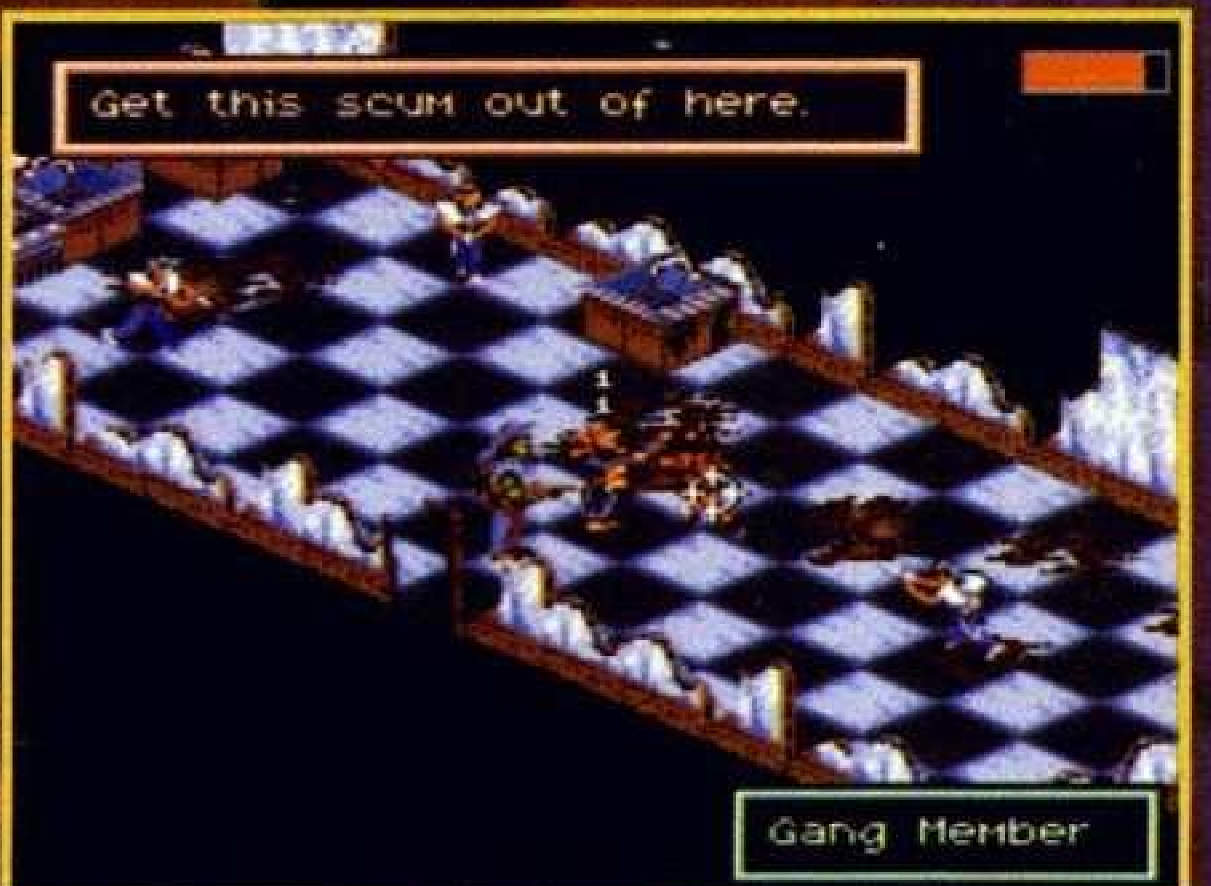
Heh, heh, heh, Jake looks a bit ill! It's all that bad karma, man, that's what it is! Karma is the source of all energy and transforms weakilngs into comparative Goliaths; party killers into happening dudes with silky tongues. Jake needs his rest - we all do - and it is during those periods that his collective karma is put to work. By accumulating karma from defeated enemies this life-force is directed into whichever catagory Jake feels needs the most improvement. The guy can't aim a gun to save his life at the moment, so allocating a little practice in that department is a good start! Jake doesn't appear to have many friends either which indicates that his leadership skills need tending to. Magically Jake is about as sentient as this rotting ghouls that share my domain. For Jake's spells to have any effect, indeed for him to possess any knowledge of spells at all, some Talismans are required.



Do you believe in the spirit world?



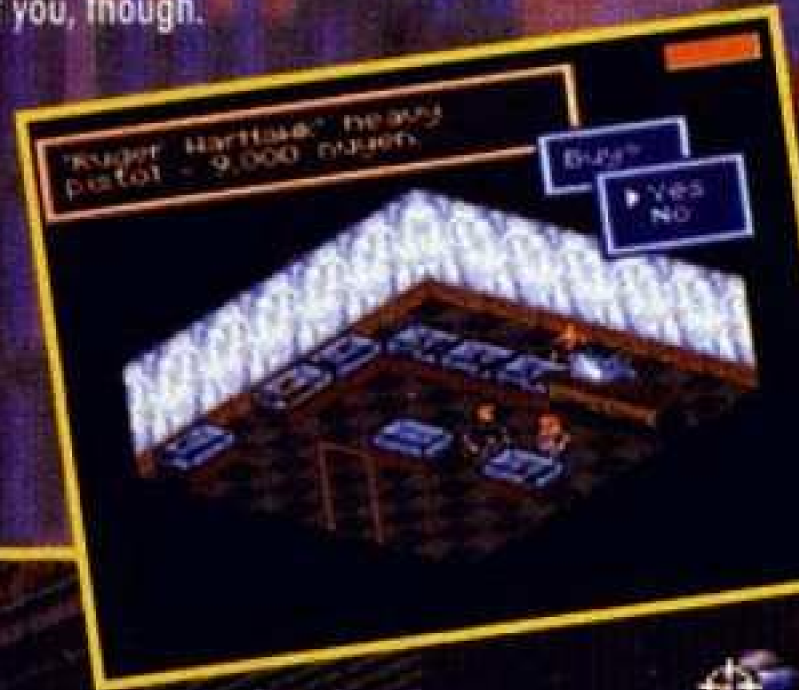
From out of nowhere, a Gyroscope appeared, stunning the enemy.



Get this scum out of here.

Tsk, tsk. Look at the state of these walls. A real cowboy job, this, and no mistake. I'll tell you what I'll do. I get me spirit level and pad fromto he van and put it right. It'll cost you, though.

Have you got what it takes?



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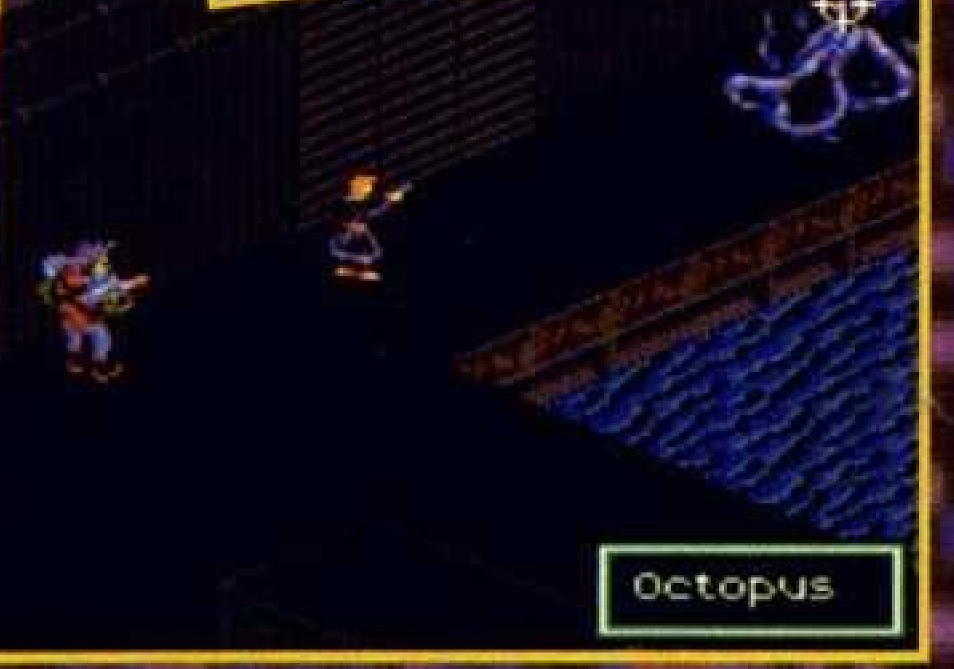
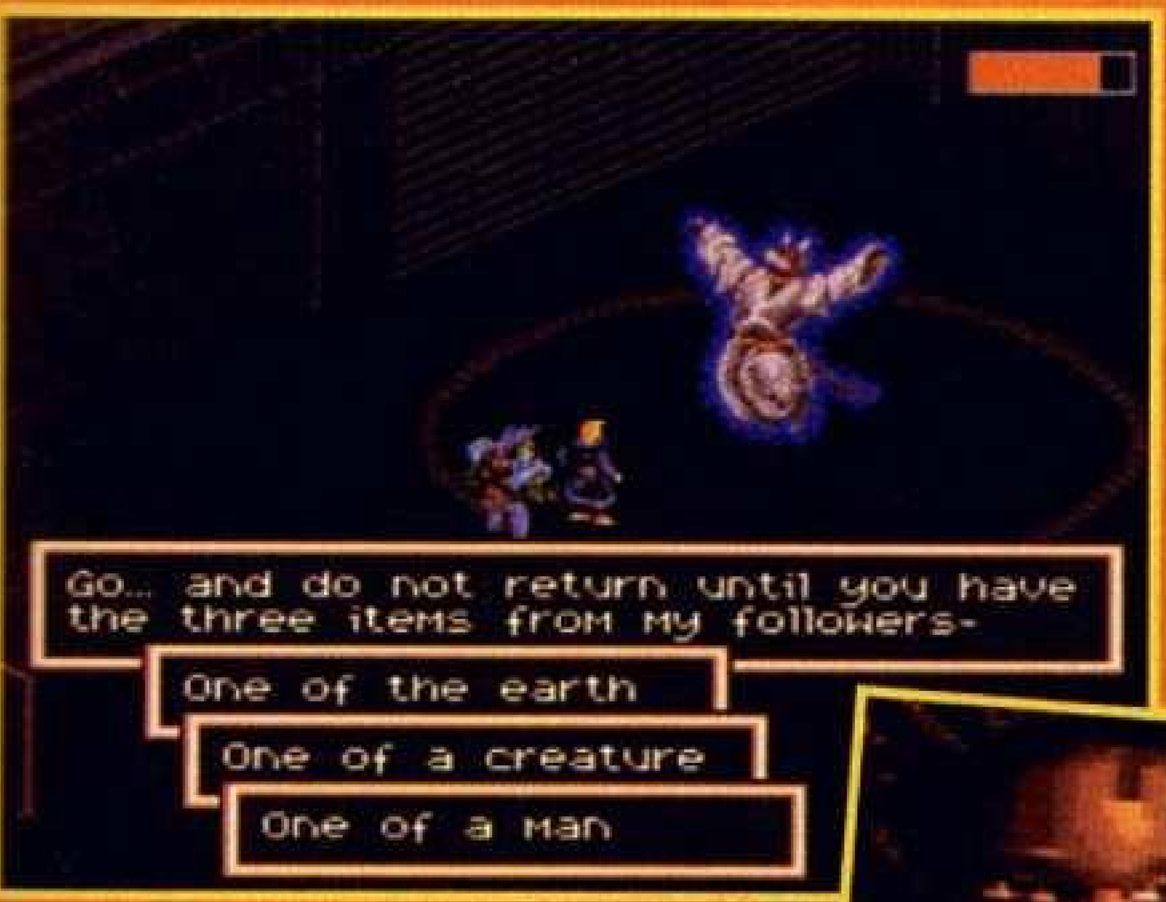




Go… and do not return until you have the three items from my followers-

One of the earth

One of a creature

One of a man

▲ The evil critter responsible for Jake's 'resurection' is revealed to be Splinter - the leader of the Ninja Turtles. What a renegade rodent, eh readers!

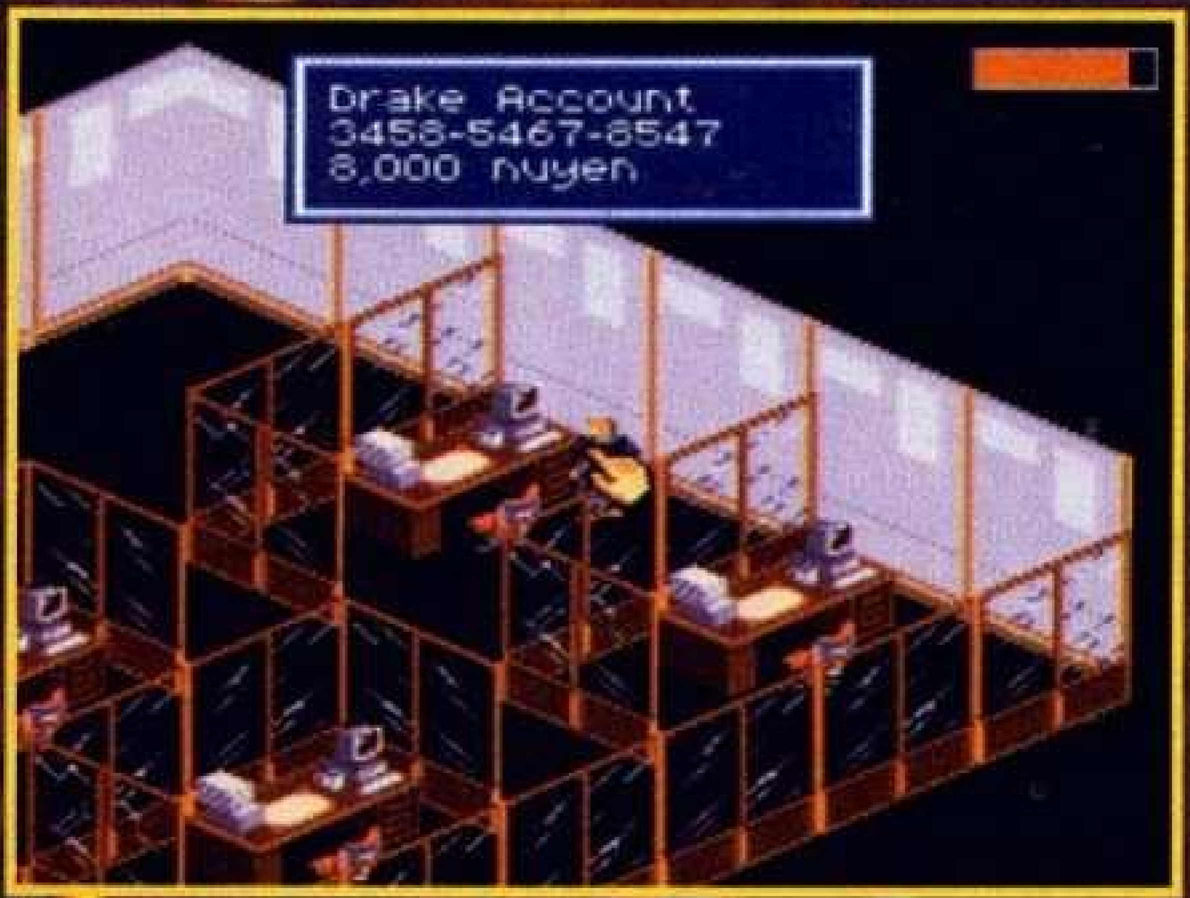
Hello sir...What can I get you?

'GIVE ME YOUR BEST SHORT' - VIEW FROM THE BAR

'Seems to me that your the one doing all the asking at the moment, bud! Jake's last mistake was failing to keep his ear to the ground, which is why he ended up like he did! Forewarned is forearmed - the right information saves lives. See that guy over there, looks like he needs a drink. He might even be willing to let you in on a few secrets if he's looked after. something wrong with Jake's head, yeah? Check out the city Doctor if your concerned for him, I know someone who's got the address. See what you miss when you don't speak to the right people? You'd better tell Jake - and soon!'

...HEAVY ORC

'Whatever you want from me it had better be good! It's embarrassing for me being seen so much as glancing your way! Basically if you ain't got the money I'm not interested. You have? Considering that great wad of *Nuyen* I see before me, though, there's much I can tell you. Mercenaries like myself pride ourselves in our knowledge of fire-arms and protection. I know Jake. No doubt he's explained to you about the importance of cash. You not only get an impressive *moi* for such hefty sums but the best in weaponry too. You say Jake's sporting a pistol at present and toting a leather jacket for protection. Don't make me laugh! There are Uzis and Assault Rifles available if Jake looks hard enough. And a bullet-proof vest stops more bullets than mere cow-hide! However don't 'jump the gun', OK! Some weapons are weightier than others and only portable if the owner is strong enough. Likewise a full body-suit is heavier around the shoulders than a partial one. An exhausted runner is useless! Jake's better off speaking to someone about Karma regarding strength, but just who exactly is a mystery to me. Sorry.'



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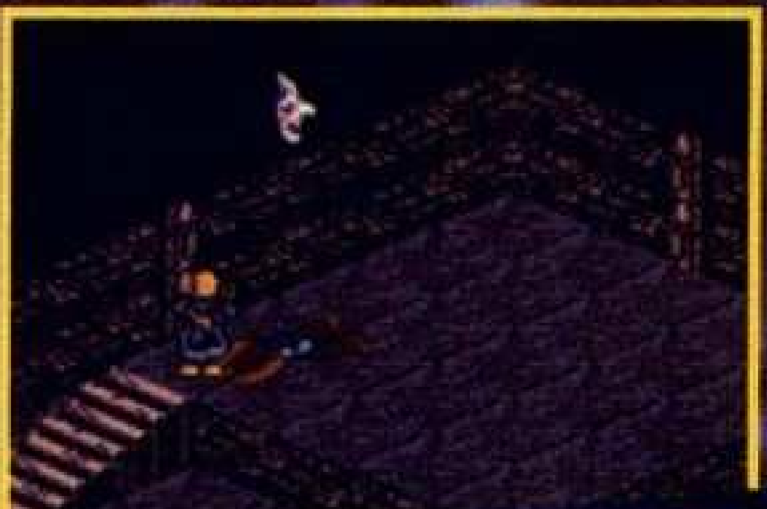
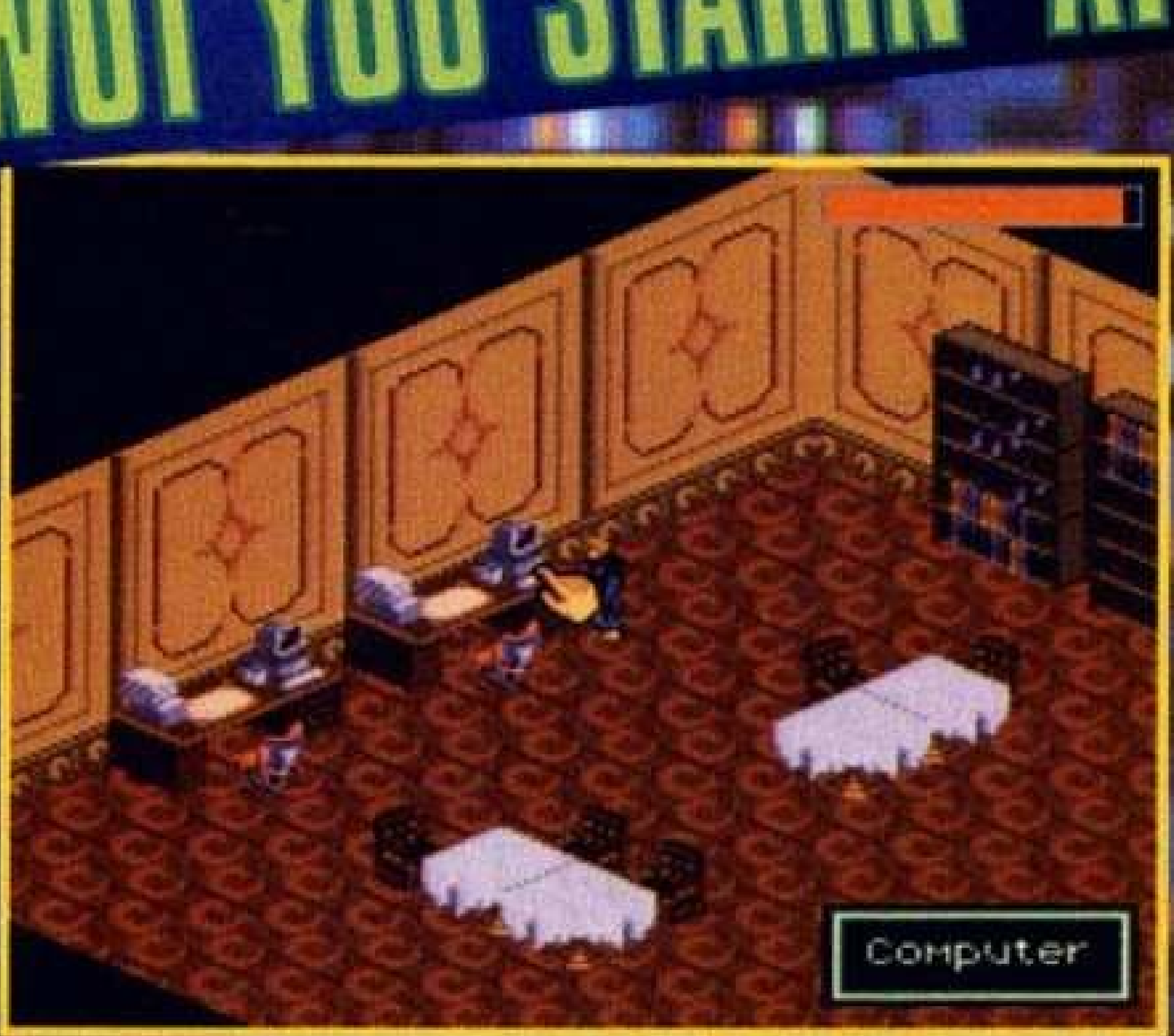


WOT YOU STARIN' AT?



RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	■
ACTION	■	■	■	■
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	□
ORIGINALITY	■	■	■	■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	■	■
YEAR	■	■	□	□

PRESENTATION 91

▲ A cinematic attract sequence immerses the player into the mood of the game. The ability to customise the control method is welcome ias it's an option often forgotten in most games tof this ilk.

GRAPHICS 92

▲ Every district in 2050 Seattle has a unique atmosphere. A great use of colour and fluid animation of all significant characters confirms the quality.

SOUND 84

▲ Just like a movie, the on-screen action is enhanced by dramatic changes in the musical themes. All examples of speech and weapon fire are clearly sampled.

PLAYABILITY 87

▲ The interface between the player and Jake becomes almost instinctive, allowing the free flow of exploration and combat scenes. As the storyline unfolds, deciding upon Jake's next course of action is irresistable.

LASTABILITY 83

▲ There are hours and hours of exciting Shadowrunning encased within this cart. The game is worth playing through at least once again as the storyline is very clever. Building Jake's character from scracth is very rewarding.

OVERALL 90

The ease of play balanced with taxing situations and plenty of Gung-Ho opportunities gives Shadowrun an almost classic status.

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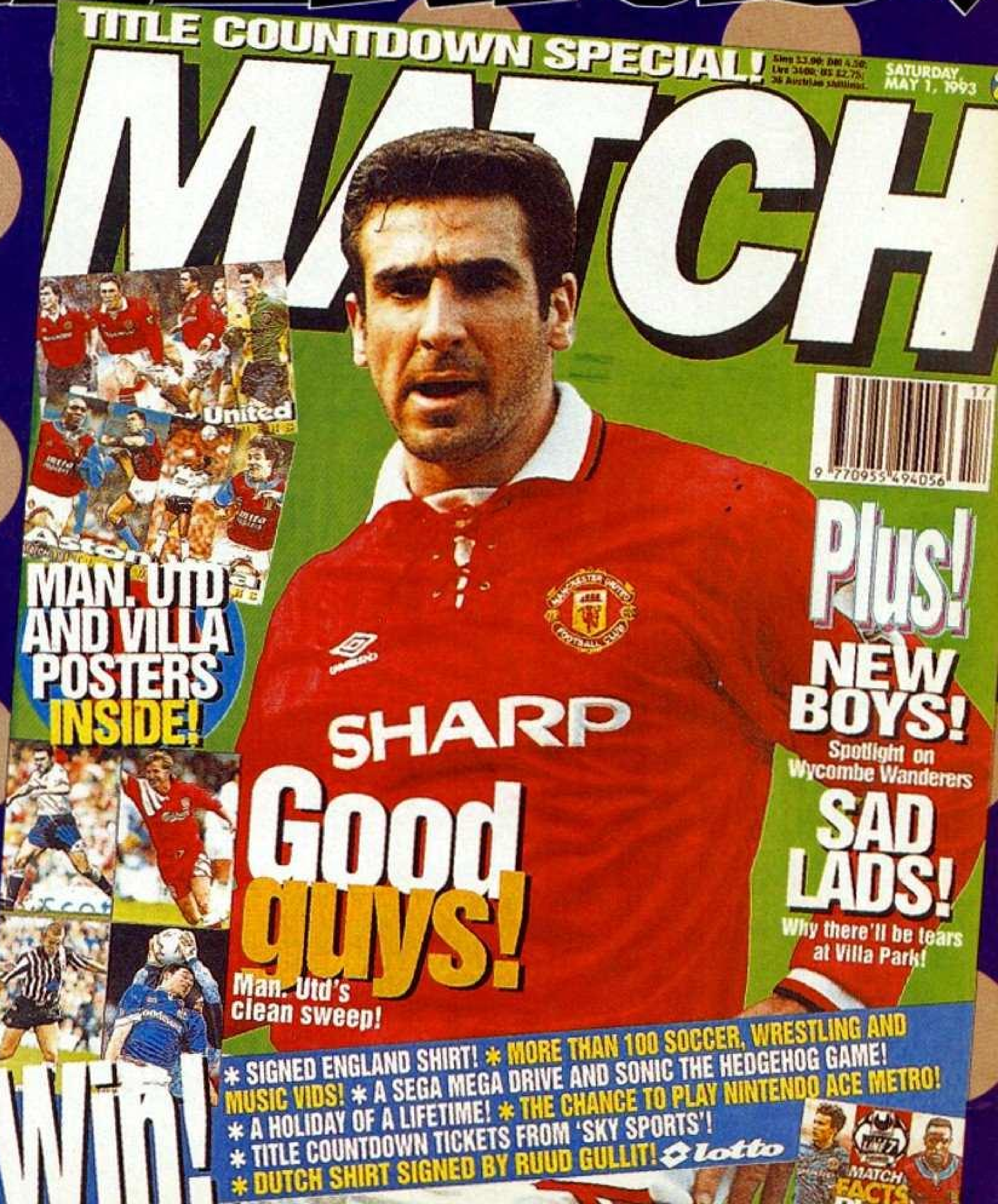
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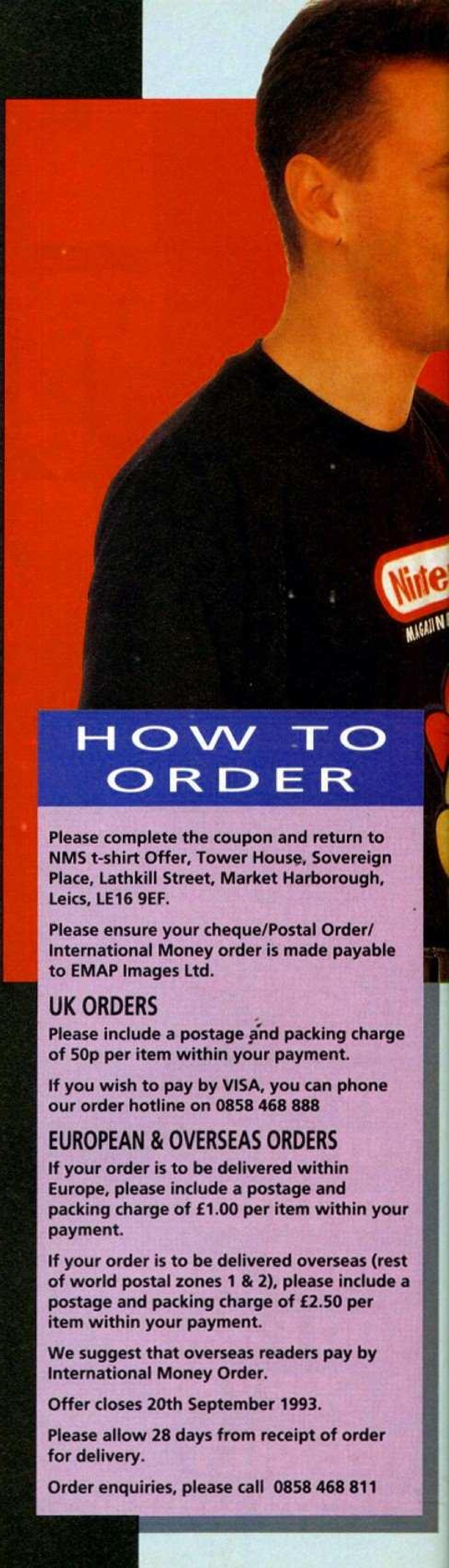

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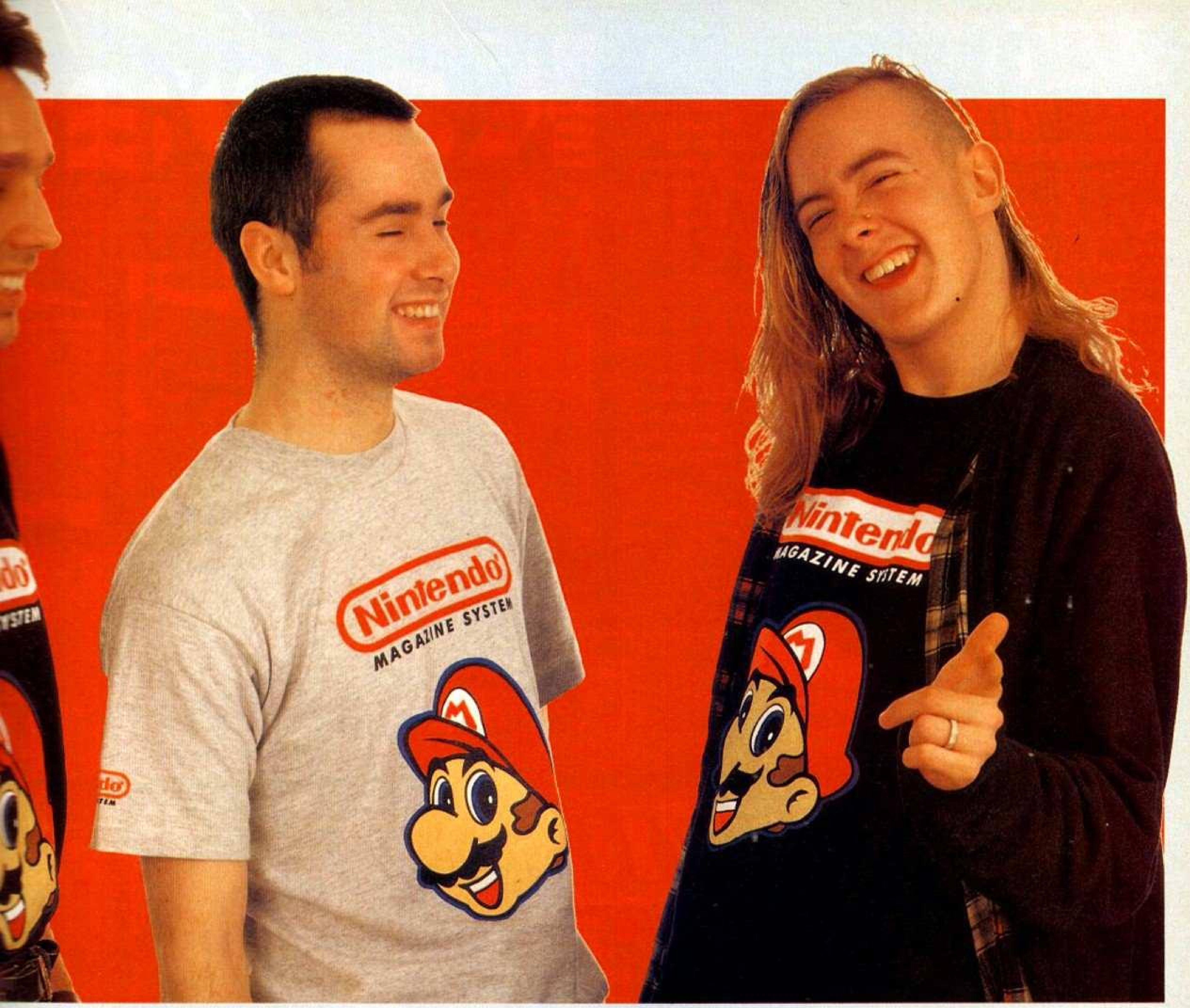

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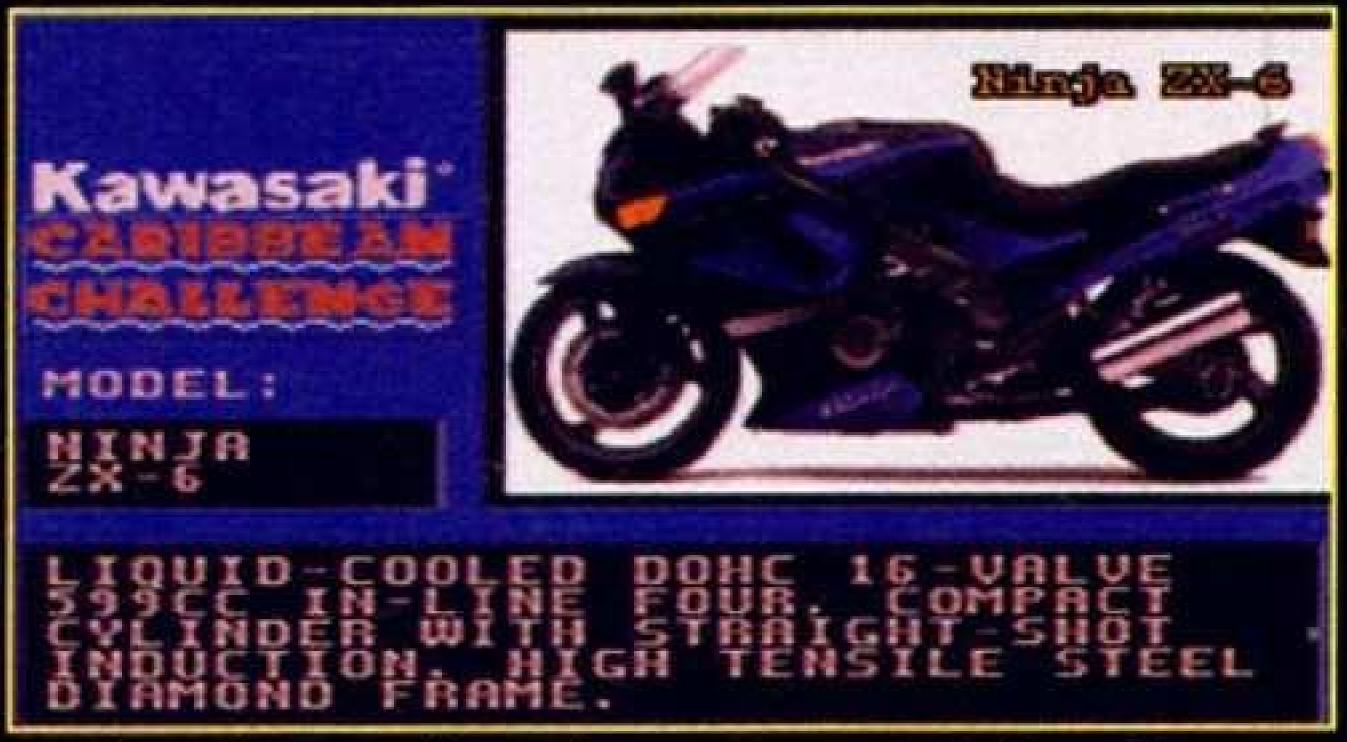
Kawas

CARIBBEAN CH

After all their hard work on the outstanding John Madden American Football, the Park Place design team turn their hand to racing. The player is handed the keys to a range of Kawasaki Ninja bikes and Jet Skis and whisked off to one of three islands - Wreckers Reef, Port Elizabeth and Treasure Cay. Each island has its own characteristics, and there are two modes of play - one giving players an opportunity to enter into single races in either the bike or Jet Ski circuits, the other a test of nerves in the Kawasaki Challenge itself.

Before each race commences, a brief history of the relevant island is displayed over a picturesque representation of the surrounding scenery. The races utilise a birds-eye view of the action and players are also provided with a radar at the bottom left of the screen. This simplifies things somewhat and, in partnership with just one button for an accelerator and nothing else (apart from steering!), allows the player to concentrate on keeping the vehicle under control. Whilst this sounds quite promising, Caribbean Challenge is one of the lamest products ever to run on console. The digitised stills of the islands used on the information screens look naff and the graphics are equally disappointing, but the sound is even worse.

As far as the gameplay is concerned the problem isn't with the implementation but with the choice of gameplay itself. Overhead racers invariably fail to impress. Essentially, this is a series of poor ideas presented reasonably well and a bit of a hairdryer when compared to the various other motors revving up for attention.


Ninja ZX-6

Kawasaki CARIBBEAN CHALLENGE

MODEL:
NINJA ZX-6

LIQUID-COOLED DOHC 16-VALVE 599CC IN-LINE FOUR. COMPACT CYLINDER WITH STRAIGHT-SHOT INDUCTION. HIGH TENSILE STEEL DIAMOND FRAME.

▲ What, and I'm expected to supply an interesting caption for this am I?

LAP 00
BEST 00

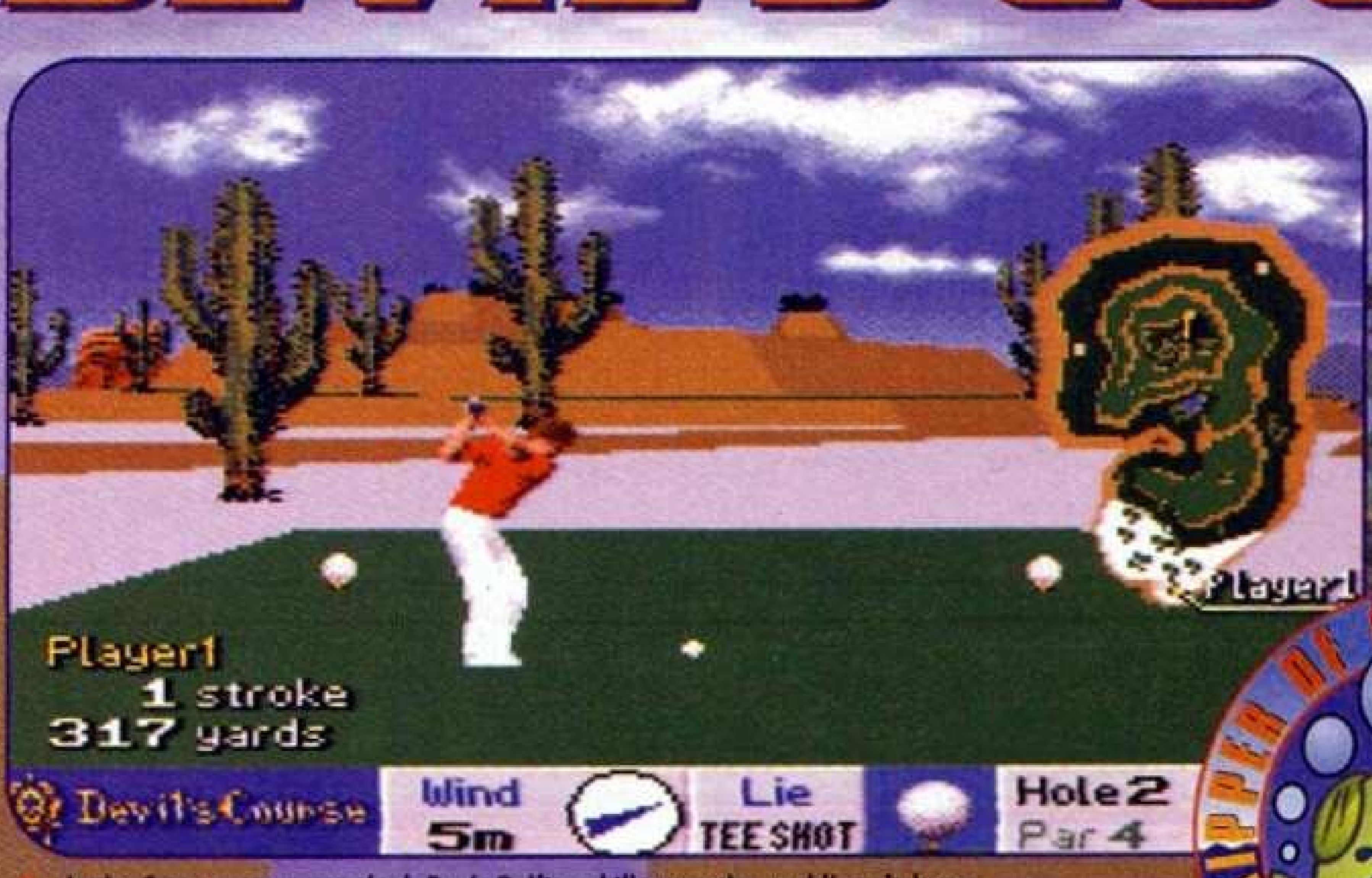
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

DEVIL'S COURSE

Aieee! The Snobworthy County golf course has been taken over by Satan! Obviously, even Beelzebub needs to relax after a hard day lording over the domain of Hades, and what better way than than a peaceful round of golf? However, having bypassed the selection committee, Mephisto can count himself blackballed, and the members have decided to jolly well do something about this. So the braver Pringle-wearers confront the Spawn of the Pit. He agrees to vacate the course if they can complete a round under par. Simple. But no - for this is a golf course remodelled by the Great Beast Dagon himself. Aha! Ahahaha!

The holes in Devil Course golf reflect their cursed origins, being set on whacking great mountain ranges which make precision hits to the summit the only hope of potting a hole.



▲ As the Cactusmen approached, Ray's Golfing skills were the world's only hope.

Club
MAX
230y
3W
Stance

KIPPER OF COMMISERATION
KIPPER

Player
Player1
9 stroke
4 feet
Devil's Course
Wind
4m
Lie
GREEN
Hole 1
Par 5

Direction
Club
Menu
Player1
8 stroke
11 yards

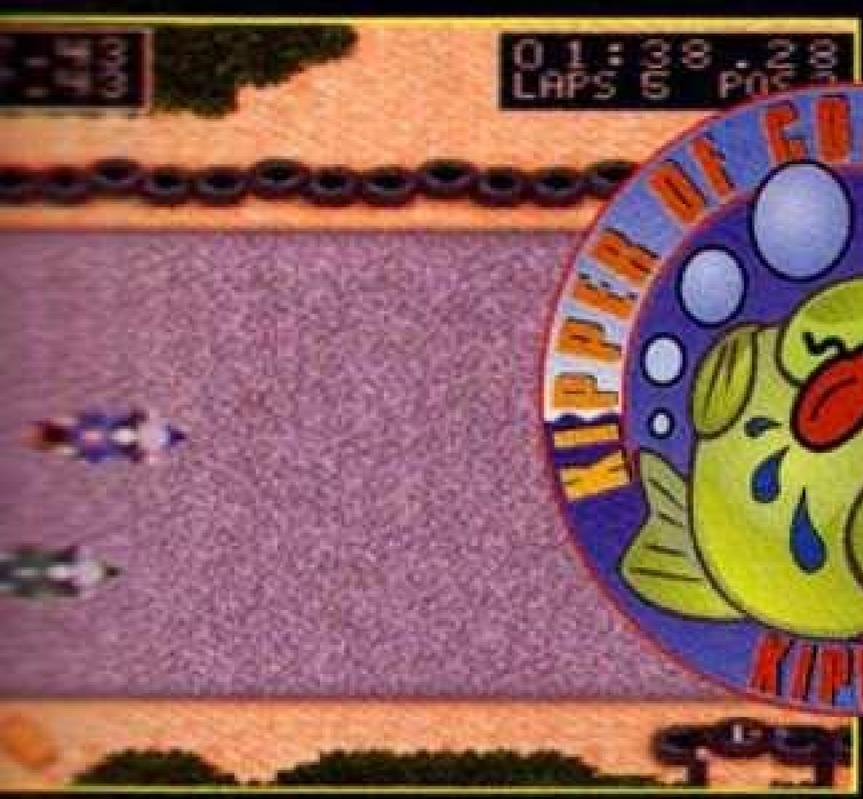
Player1
539

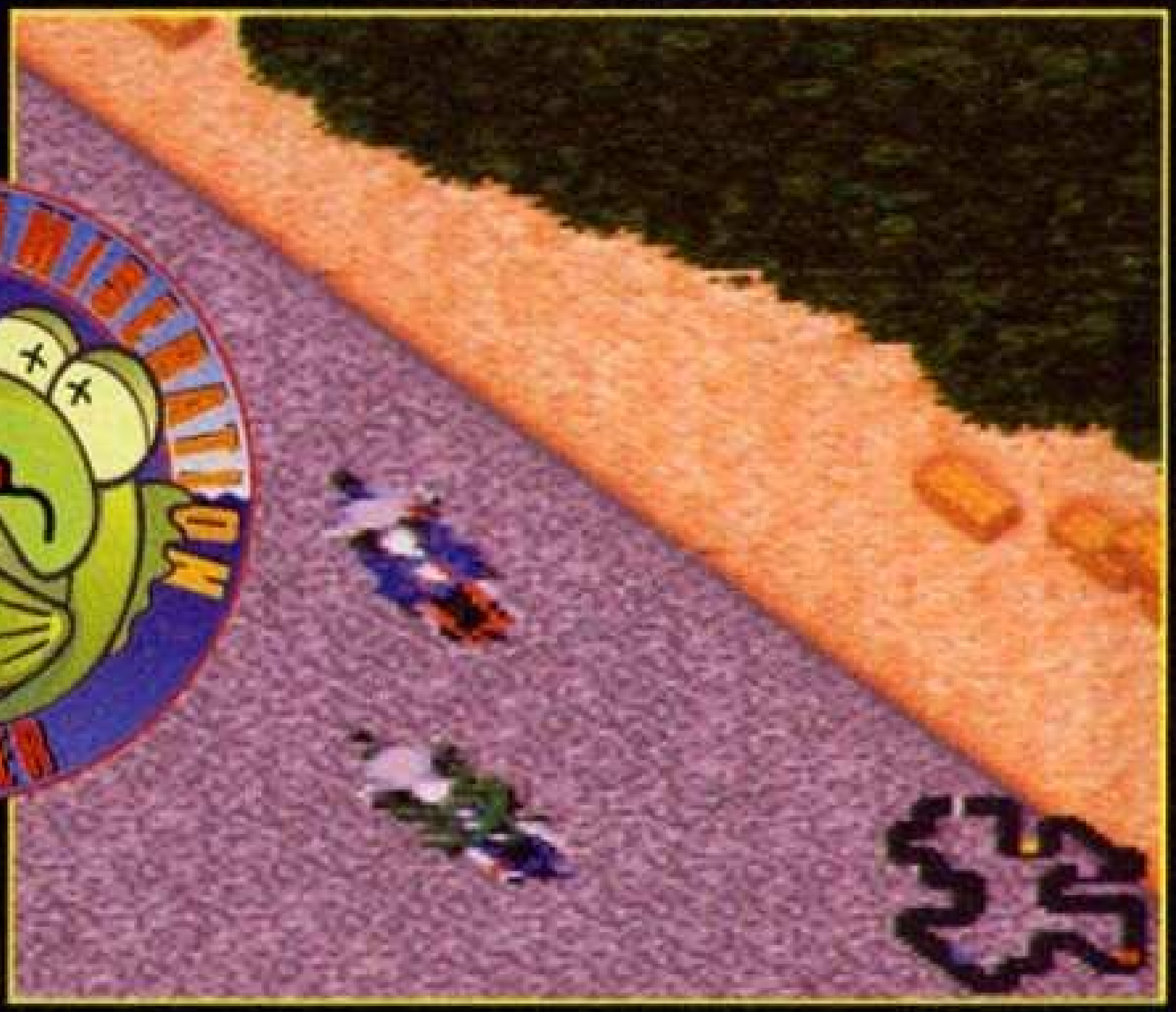
saki
ALLENGE

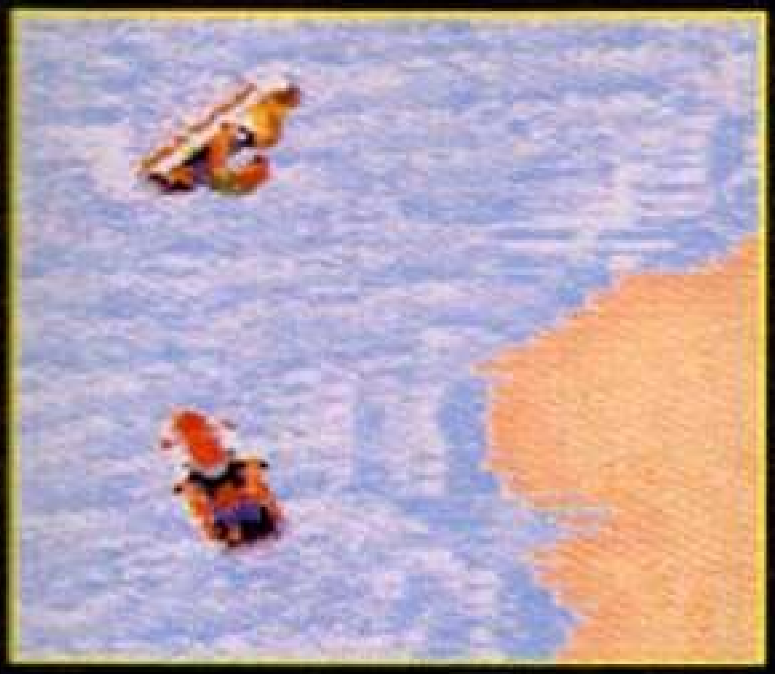
Kawasaki
CARIBBEAN CHALLENGE

CART SPEC

- **BY:** GAMETEK
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SPORTS
- **CART SIZE:** 4 MEG







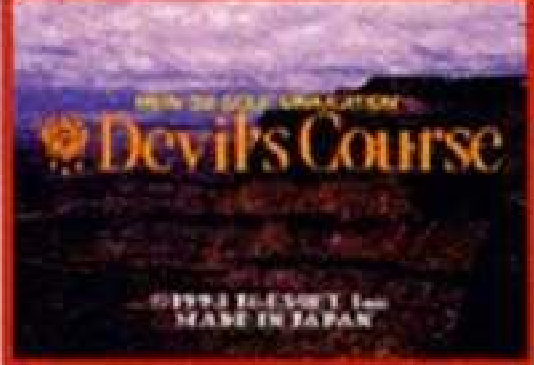
SCREECH!

Though it's tempting to scream into the fray as speedily as possible, caution is recommended. Your computer representation is less willing to ram into the rear ends of others than the player. This means that, whenever your mode of transport is getting dangerously close to another, the rider automatically starts applying the brakes. Thus, there's no reckless driving allowed. Gnnh!

RATINGS

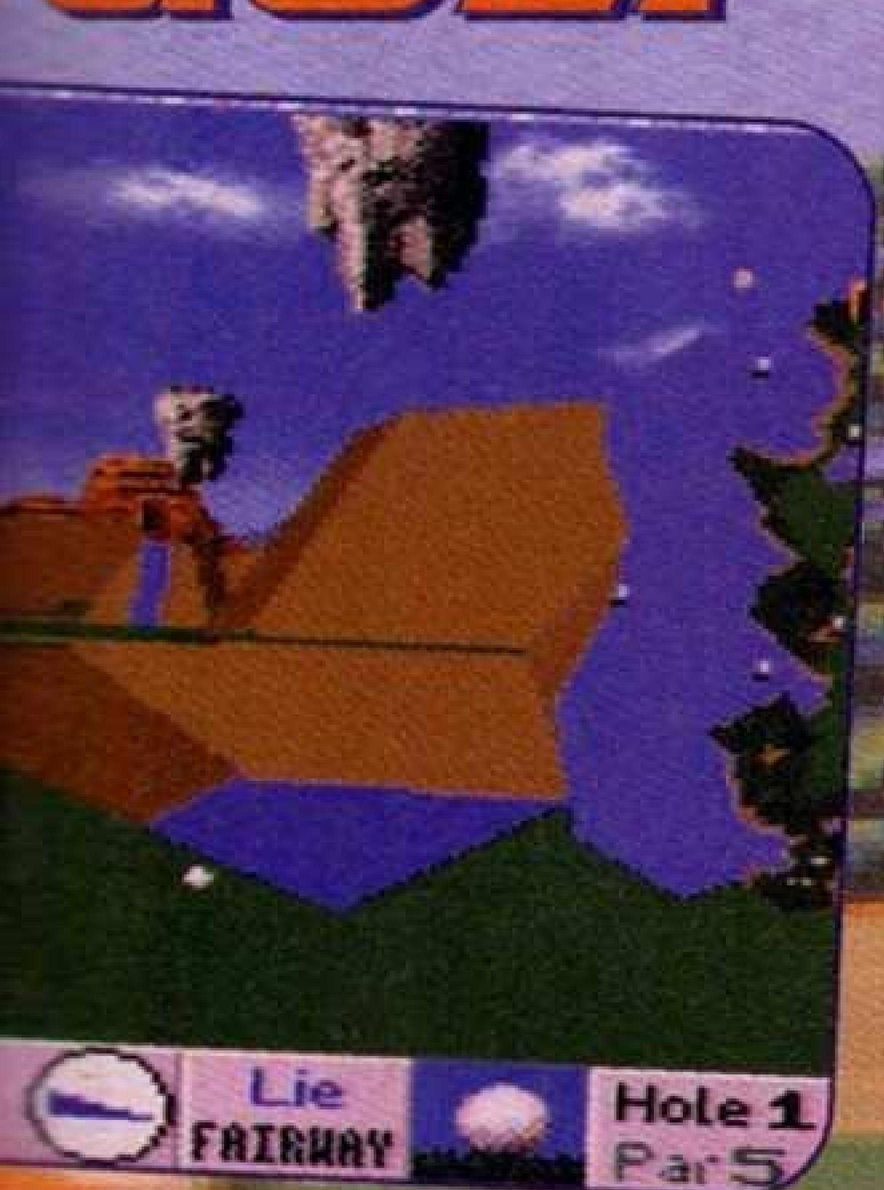
PRESENTATION	▼ The digitised stills used in the information screens are tacky.	53
GRAPHICS	▲ The graphics are neatly drawn and all sprites move around smoothly.	68
SOUND	▼ A truly awful attempt at a joyful, Caribbean ditty.	54
PLAYABILITY	▼ Both Jet Skis and bikes are awkward to control.	39
LASTABILITY	▼ Repetitive to the extreme - you won't be back.	32
OVERALL	A decent attempt from the people that have brought us some classic sports sims, but one that is hopelessly off course!	36

GOLF



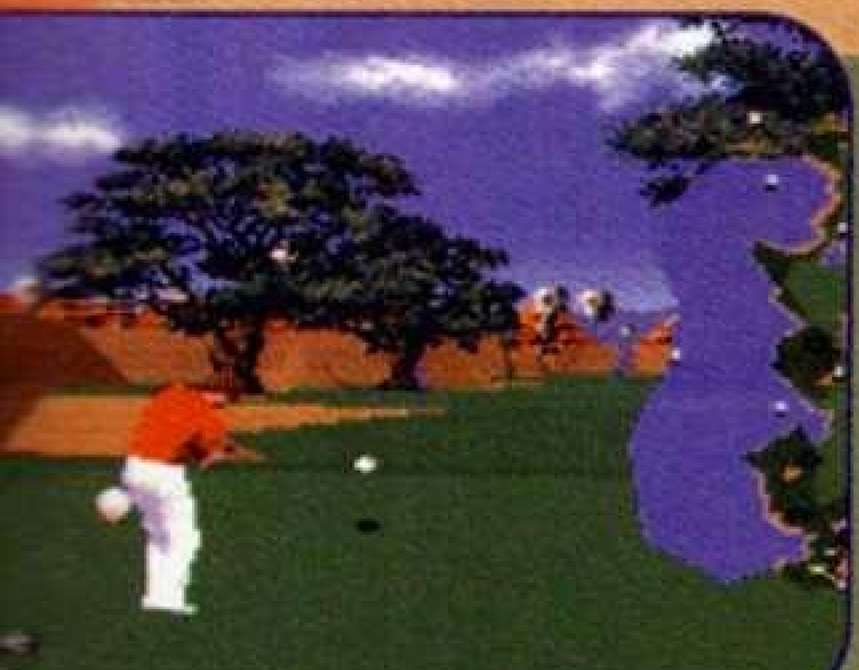
CART SPEC

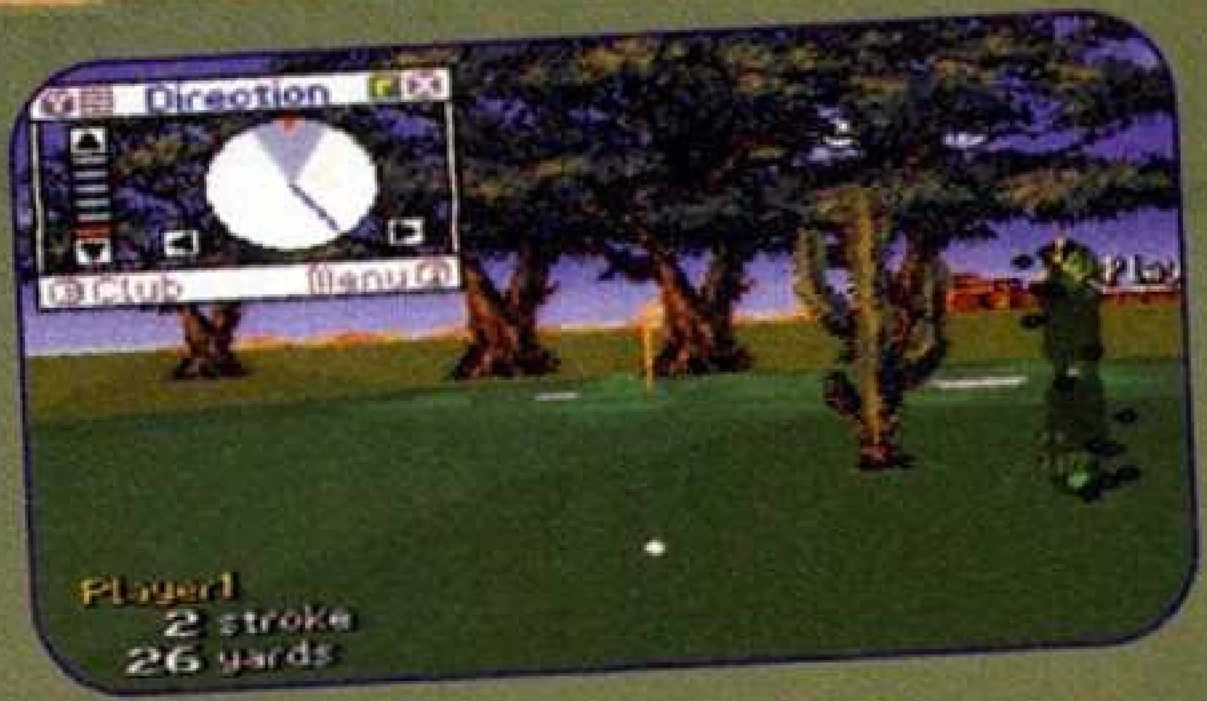
- **BY:** T&E SOFT
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SPORT
- **CART SIZE:** 8 MEG



BALL CONTROL

Devil Course is played in much the same fashion as just about every other golf game available. First, an overhead plan view of the whole is used for you to plot the direction of your hit, taking weather conditions into account. Next, your on-screen alter ego's stance is altered to add curl in either direction to compensate for trees or other obstacles. After this, it's reflexes time as you stop the power metre for the required shot power. Finally, a blow-up of the ball is shown, with a cursor wobbling it's way rapidly over the surface. When the cross is in the right spot, tap the button to whack the spheroid. The position of this cursor allows you to chip, slice, lob, trouser or handbag the ball, as well as lending extra direction-controlling capabilities.





RATINGS

PRESENTATION	▼ Not much else in the way of intermission, title screens, etc.	78
GRAPHICS	▼ Unconvincing 3D drawings, abysmal and v. jerky scrolling, bland use of colour.	45
SOUND	▼ Tunes? Effects? We think not.	43
PLAYABILITY	▼ Slow-moving, erratic, illogical and no fun.	41
LASTABILITY	▼ It's more frustratingly hard than challenging hard.	39
OVERALL	A badly executed and miserable Golfing game.	39

100% ALIVE

Pick up someone else's litter

Go for a day without speaking

Learn a second language

Write to Mother Teresa

Send your mum some flowers

Every day at the same time stop and think about something wonderful

Go and see Ryan Giggs

Turn your radio up full blast

Strip right down to your underwear

Say a prayer every night

Get your nipple pierced

Teach a child to read

Go for a run around the block

Have a day without TV

Ring 071 700 3100 and tell London something it needs to know

Buy a book on Jeff Koons

Tune your radio to Kiss and pull the knob off

Read a page from a book by Charles Dickens

Play football in the street

Stare at the clouds for a full ten minutes

Believe in yourself

Hug someone of the same sex

Give £100 to a down and out

Buy Marvin Gaye's 'What's going on'

Eat a pineapple

Put your change into a bottle for a year and give it to charity

Make a statement

Tell someone a secret

Write the alphabet backwards

Visit Great Ormond Street Hospital

Order an empty skip and leave it outside your house for a week

Begin something you've always wanted to begin

Meet an old friend you haven't seen for years

Go to the market and spend 10p

Learn something new every day

Talk to a child about the future

Make a record

Help someone today

Throw away your watch

Think purple

Dance the dance electric

Wear a wig

Laugh

Wallpaper the inside of your car

Plant a tree

Make everyone at work a cup of tea

Take a picture of your back

Go on holiday and don't take any luggage

TUNE TO 100FM, CLOSE YOUR EYES, STICK A PIN IN THIS PAGE AND DO IT.

Give up your seat on the tube every day
Croon to your partner under a full moon
Get on a bus you've never been on before
Say yes for a day
Take a bath in milk
Do a jigsaw puzzle
Dance in the front garden
Put your name on a star
Climb a tree
Get your hair cut
Shave your head
Stop someone getting AIDS
Watch 'It's a wonderful life'
Dance in the rain
Feed the birds
Learn to fly
Get on a bus you never got on before
Fast for a day
Visit an art gallery
Do a cartwheel
Drink a glass of water
Buy a hat
Write a poem
Tell someone your dreams
Clean your ears
Use a fountain pen
Feed someone else's meter
Walk on the grass
Dream for the day
Walk home today
Carry a flower all day
Make a million pounds
Visit New York
Feed the dog
Paint your toe-nails
Talk about God with a friend
Listen to Jazzie B's next show
Invite your neighbour to tea
Take your granny to the movies
Wink at someone ugly
Get up an hour earlier tomorrow
Give your favourite possession away
Stop saying no for a whole week
Buy the next record you hear on Kiss
Do 100 press-ups
Memorise a Woody Allen joke
Put on a dress
Buy your boss a present
Eat something you've never tried before
Tell the truth for a day
Write to your MP
Tell someone you appreciate what they do
Ride a Merry-go-round
Scream
Make a wish
Buy a friend your favourite book
Say hello to a policeman
Put the kettle on
Go home a different way every night for a week
Tune into Caesar tomorrow morning at 4am
Spend an hour in a place of worship
Take up knitting
Learn to listen more
Photocopy this ad and get someone else to do it
Send someone a telegram
Listen to Rodigan's next show, in the park
Sing a song at the top of your voice
Only boil as much water as you need
Put your sofa in the kitchen
Spend an afternoon speculating on how to make a million
Help a stranger with their shopping
Learn a new word every day
Go to a museum
Forgive someone
Write a fairy-tale
Do one thing to make the world a better place to live

Kiss 100fm

SUPER
TURRICAN
START
OPTIONS
©1993 FACTOR 5
©1993 SEIKA CORP.
LICENSED BY NINTENDO

CART SPEC

- **BY:** SEIKA
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG

GAME INFO

- **PLAYERS:** 1
- **CONTROL:** JOYPAD
- **GAME DIFFICULTY:** HARD
- **CONTINUES:** THREE
- **RESPONSIVENESS:** GOOD
- **1ST DAY SCORE:** 34000
- **GAME ORIGIN:** *Super Turrican is an enhanced version of the 16-bit computer title with loads of new graphical bells and whistles.*

CONTROLS

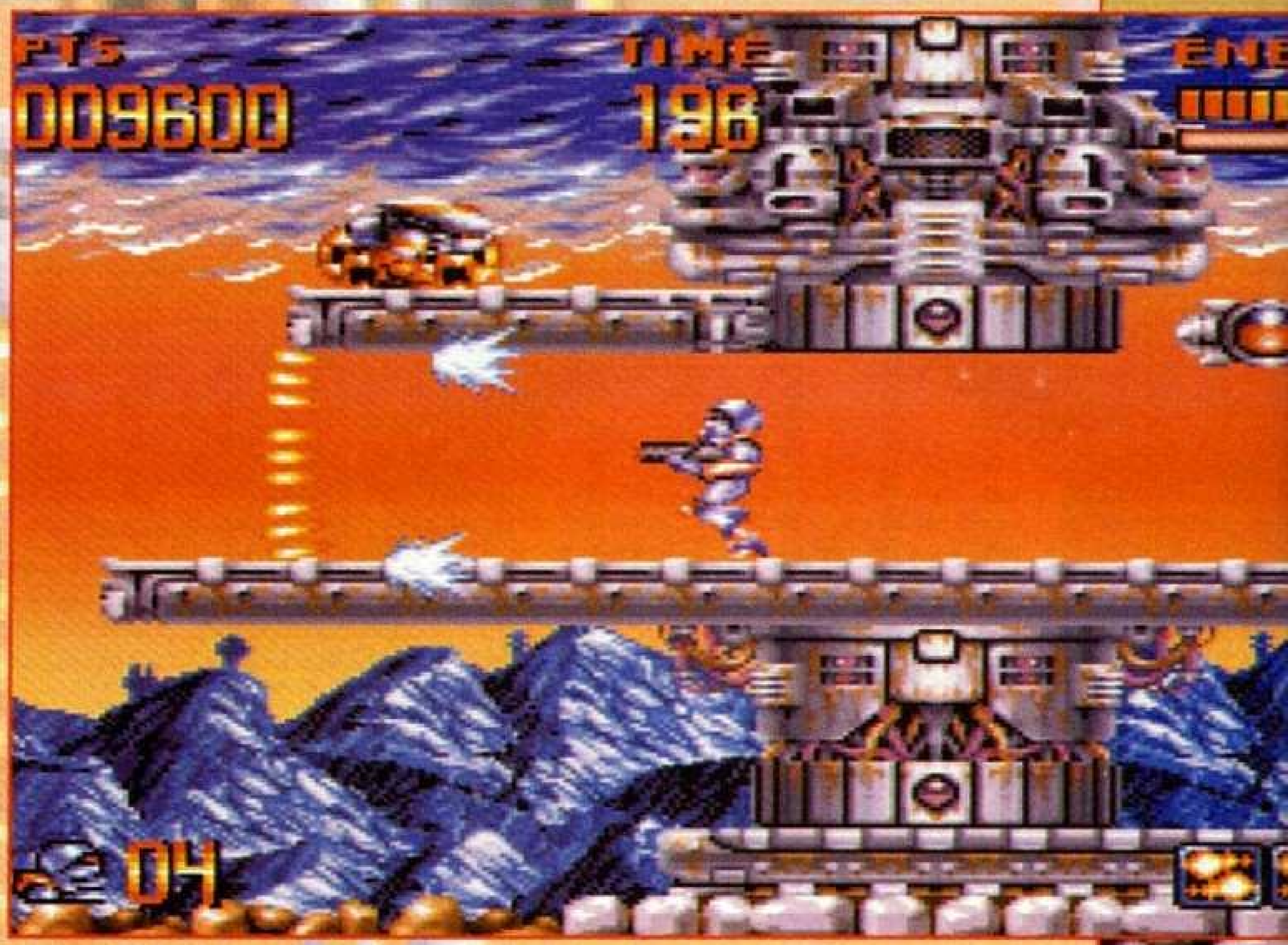
- **HOW TO PLAY:** *Guide Turrican through a variety of platformed levels, evading obstacles and collecting power-ups for assistance. Destroy enemies for points.*

A	Smart-line
B	Jump
X	Freeze-beam
Y	Gun
L/R	L: Freeze-beam R: Smart-line
S	START: No Function SELECT: Starts/Pauses

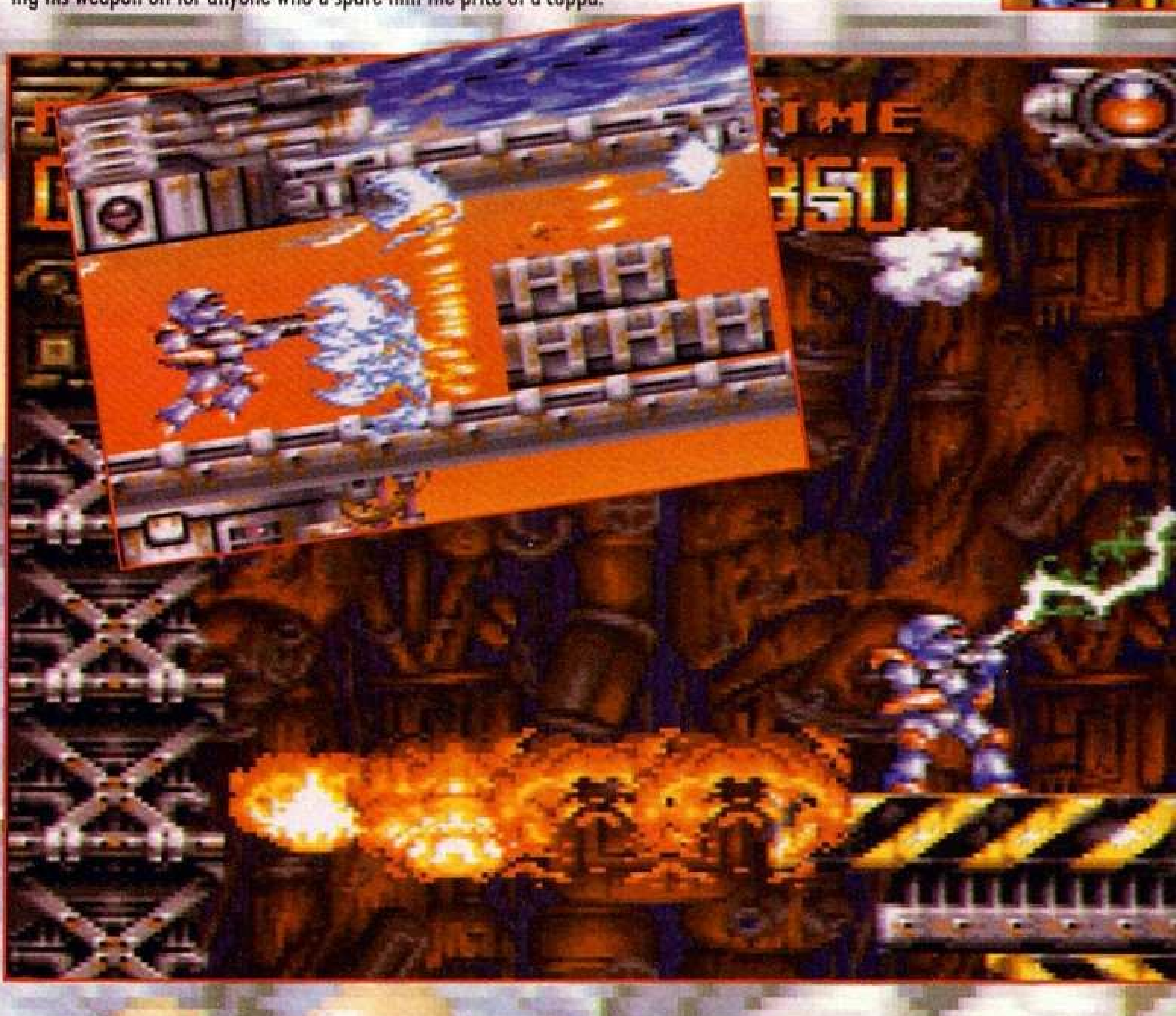
TU

Every Christmas that deceitful old man posing as the Wizard of Oz hands over such a tasteless old ticker to the Tin Man. We all know he's being ripped off! An old clock in place of a beating heart - Bah! Thank heavens this con merchant was never to emerge on the United Planets' Freedom Forces payroll. Otherwise the Turrican may never have seen the light of day and the planet Katakis - currently subject to the tyrannical rule of an Alien-Queen - would have no hope.

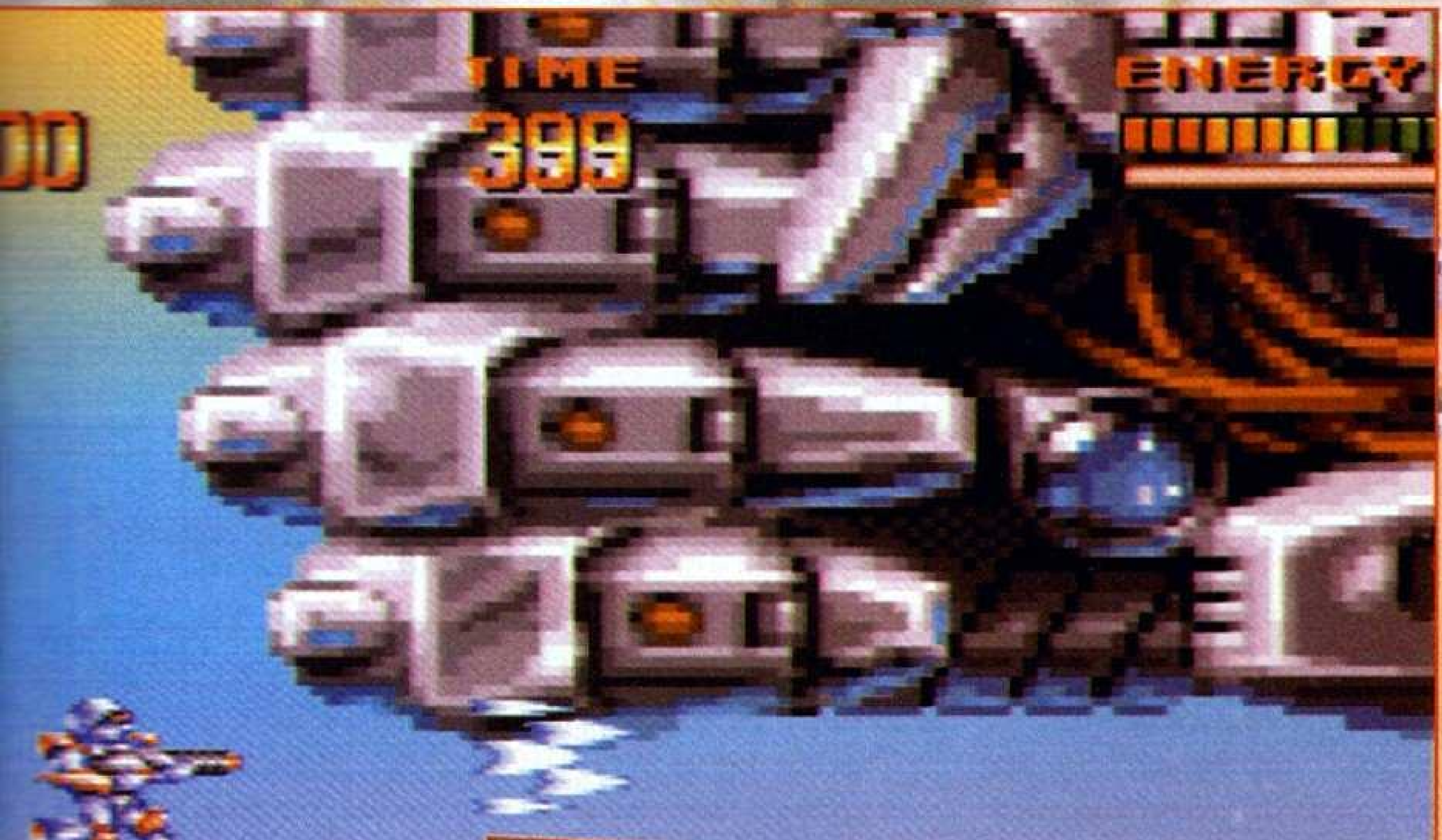
The Turrican is a form of assault suit powered by a heart, albeit a mechanical one, strong enough to turn the Tin Man copper-oxide with envy. Sent into battle against the Alien-Queen's forces, known menacingly as 'The Machine', Turrican's task is to save the planet Katakis from this mecha-disease by using every technique available through 12 areas of the Queen's occupied territory. Your job is to control him.

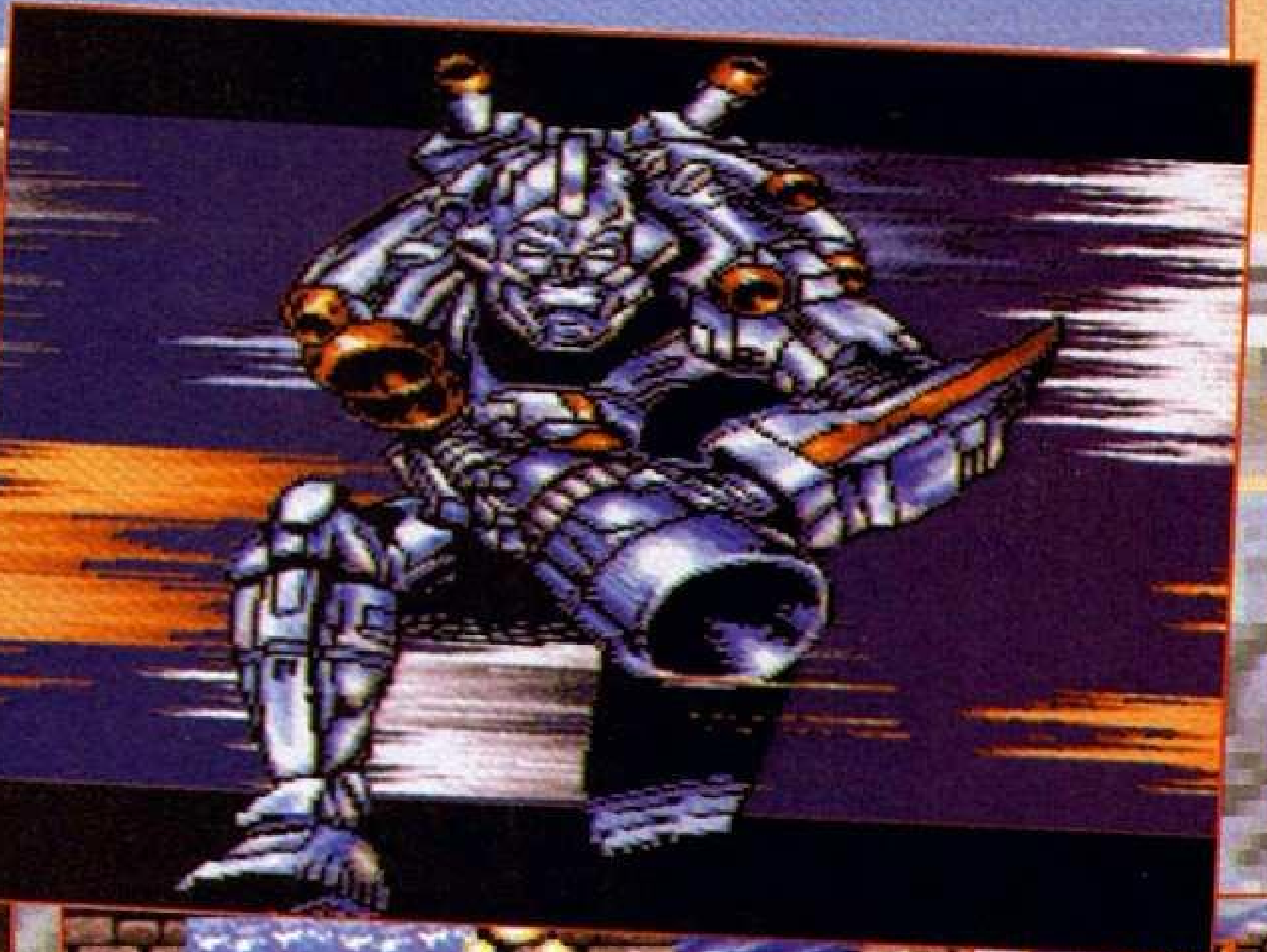


▲ Frustrated by the lack of baddies to waste, Keith S. Turrican took to wandering the streets alone, shooting his weapon off for anyone who'd spare him the price of a cuppa.



UPER
RRICAN





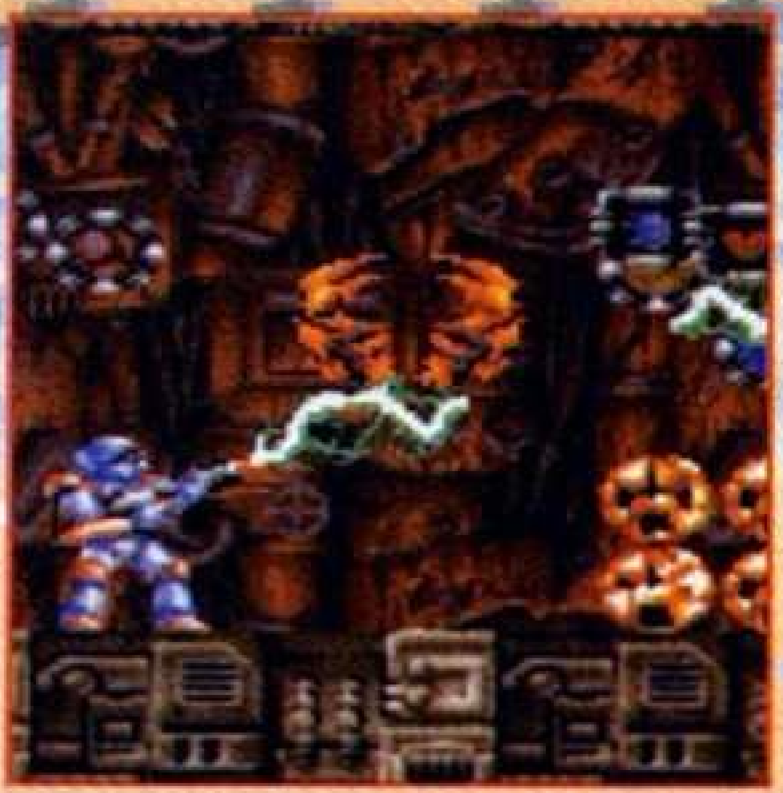
TIME
291
ENERG

COMMENT

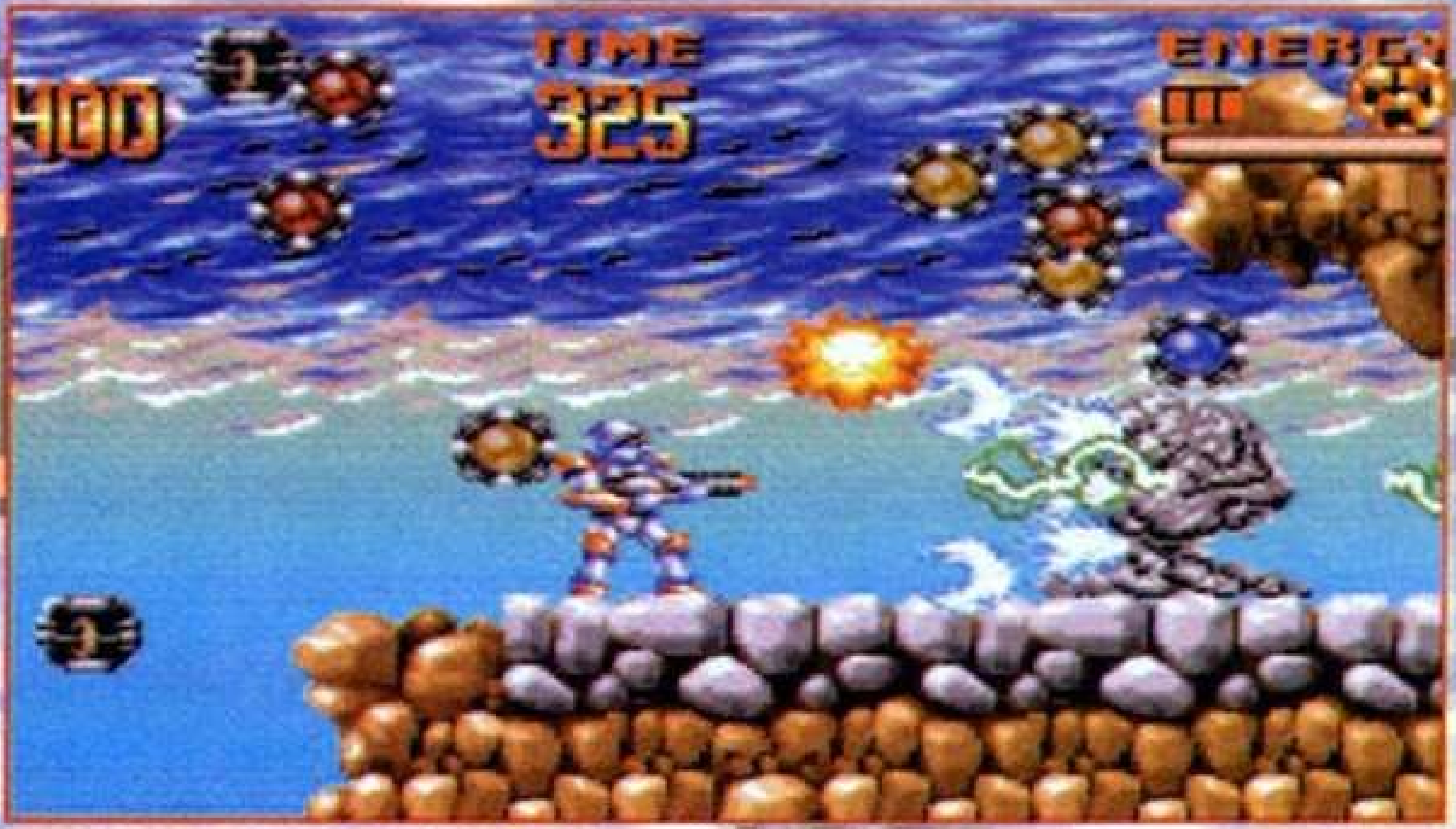
TIM

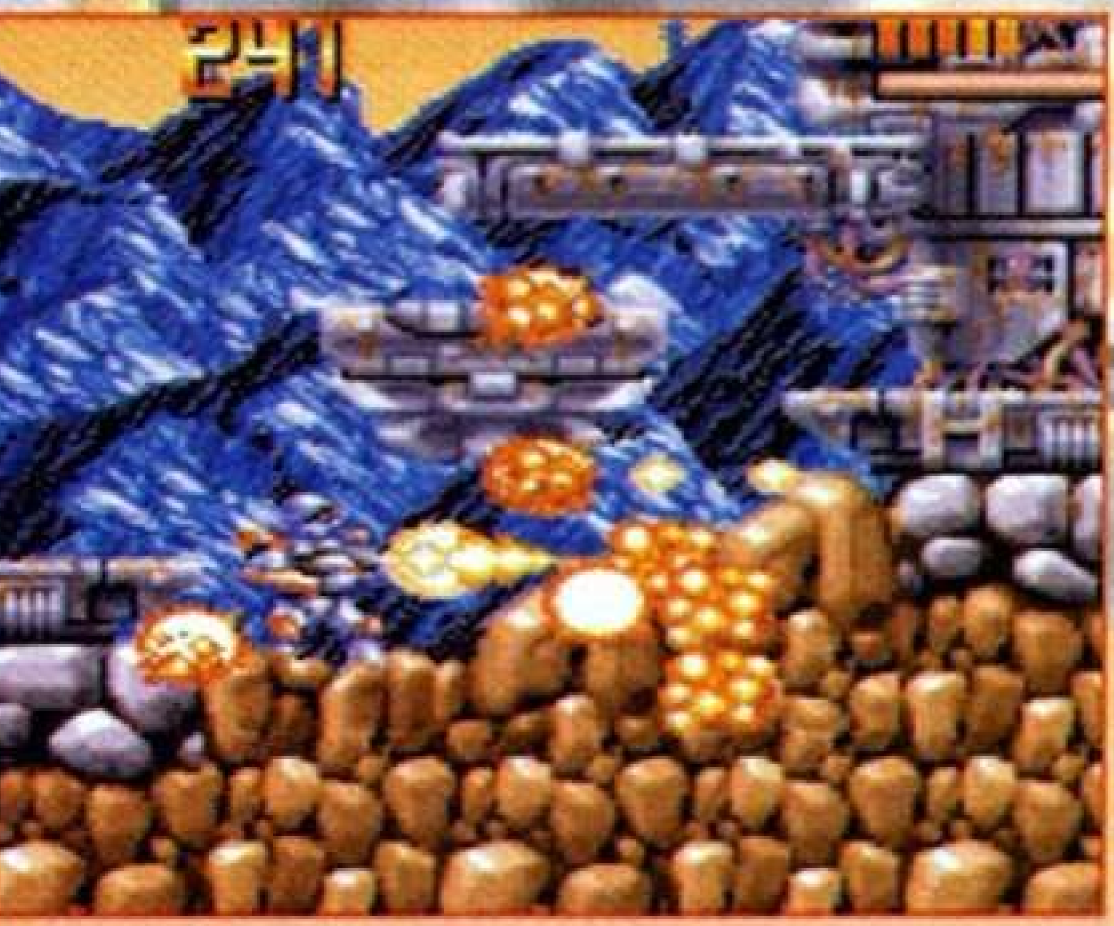
I'm such a big Turrican fan I still spend hours on the Game Boy cart, and the arrival of one of history's most important blasters on Super NES was big news. Fire this baby into the slot and it pulls no punches - at first sight the game is completely awesome and apparently the answer to all your dreams. Graphics are nothing short of brill, and among the most colourful you'll find on any machine anywhere. The trouble is that you can have too much of a good thing, and Super Turrican delivers it in spades. After a while the gameplay starts to get very repetitive, even more so than other versions, and there's no real desire to look towards the next screen because chances are you know what's there. A couple of years ago this game would have blown off your bow tie, but today it's just a better-than-average platformer with nothing in particular to commend. Buy this cart and you can't really go wrong, but just don't expect anything outstanding. Nice try, no trophies.

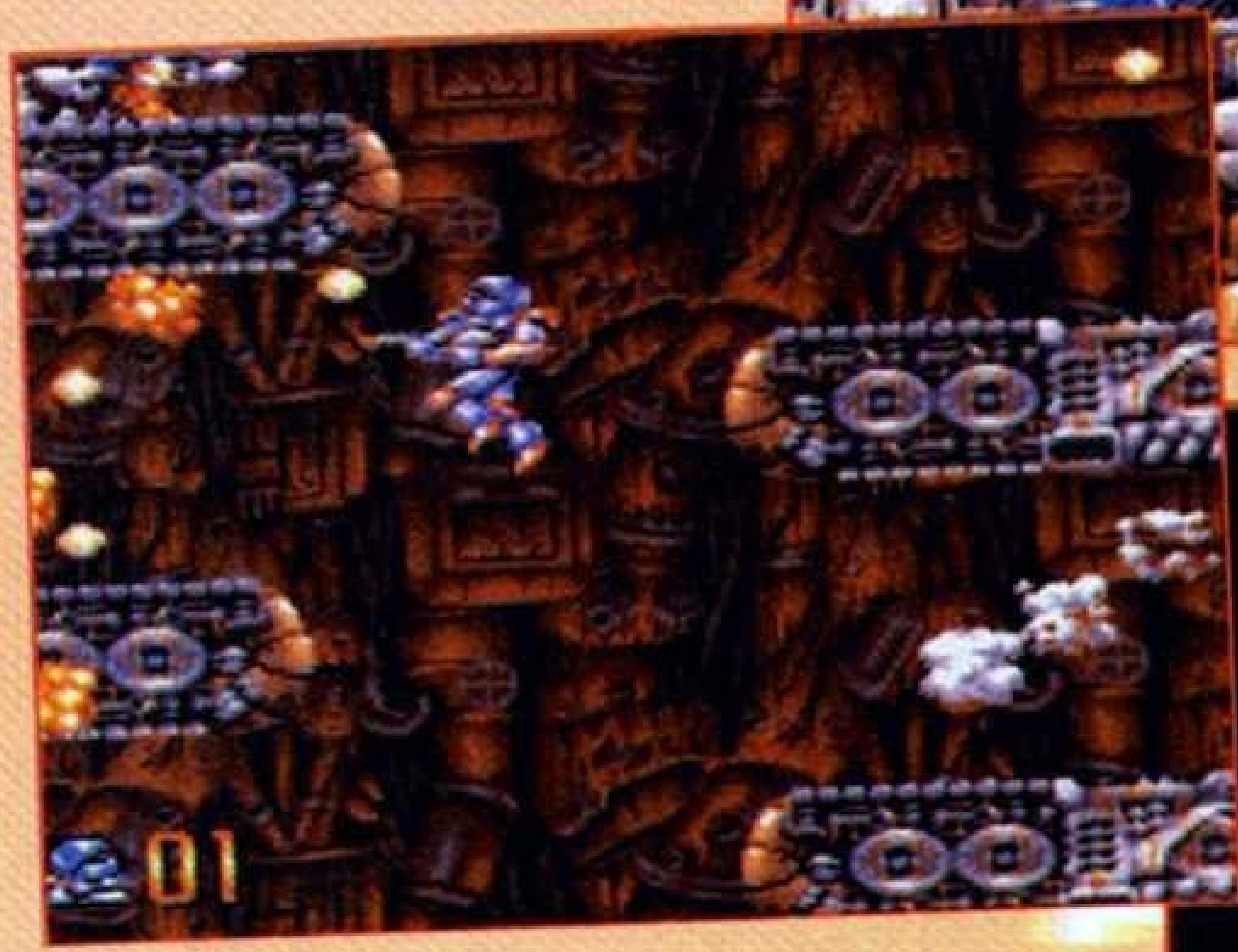
▼ ...Soon, through the haze of his despair, Keith began to see floating shapes. So he shot them...

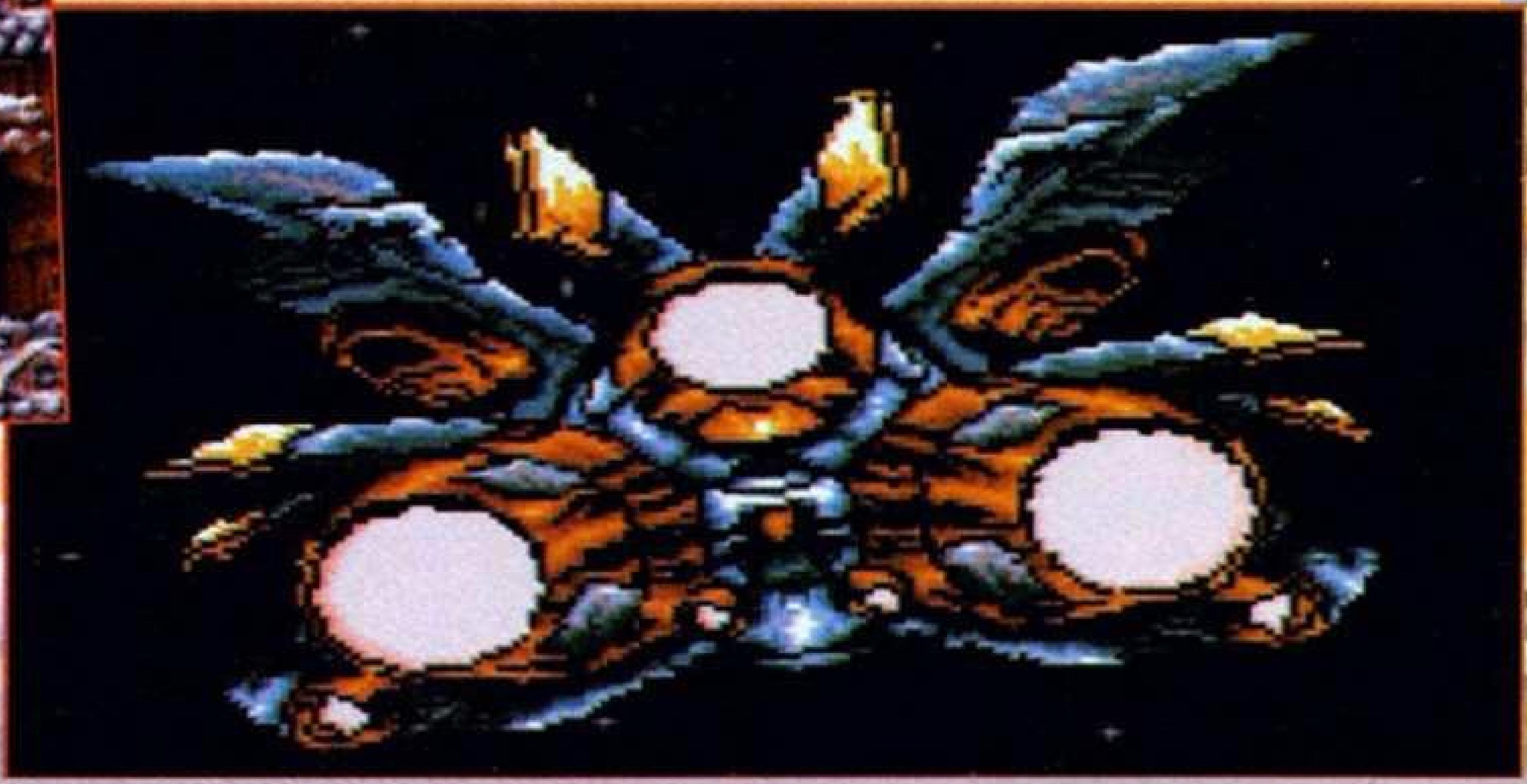


'By 'eck, it's hard to think of decent captions on a Sunday afternoon,' mused Andy.





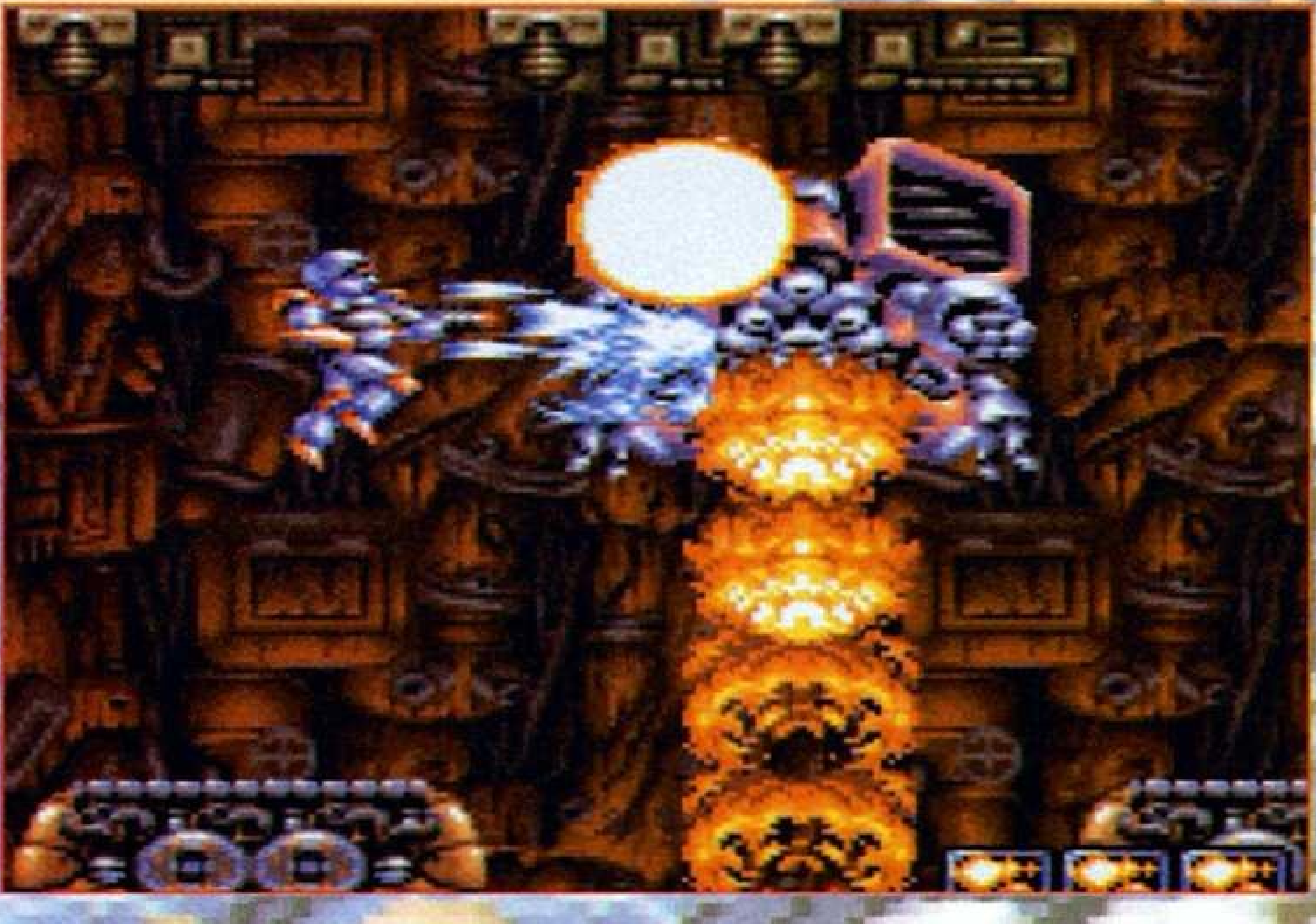


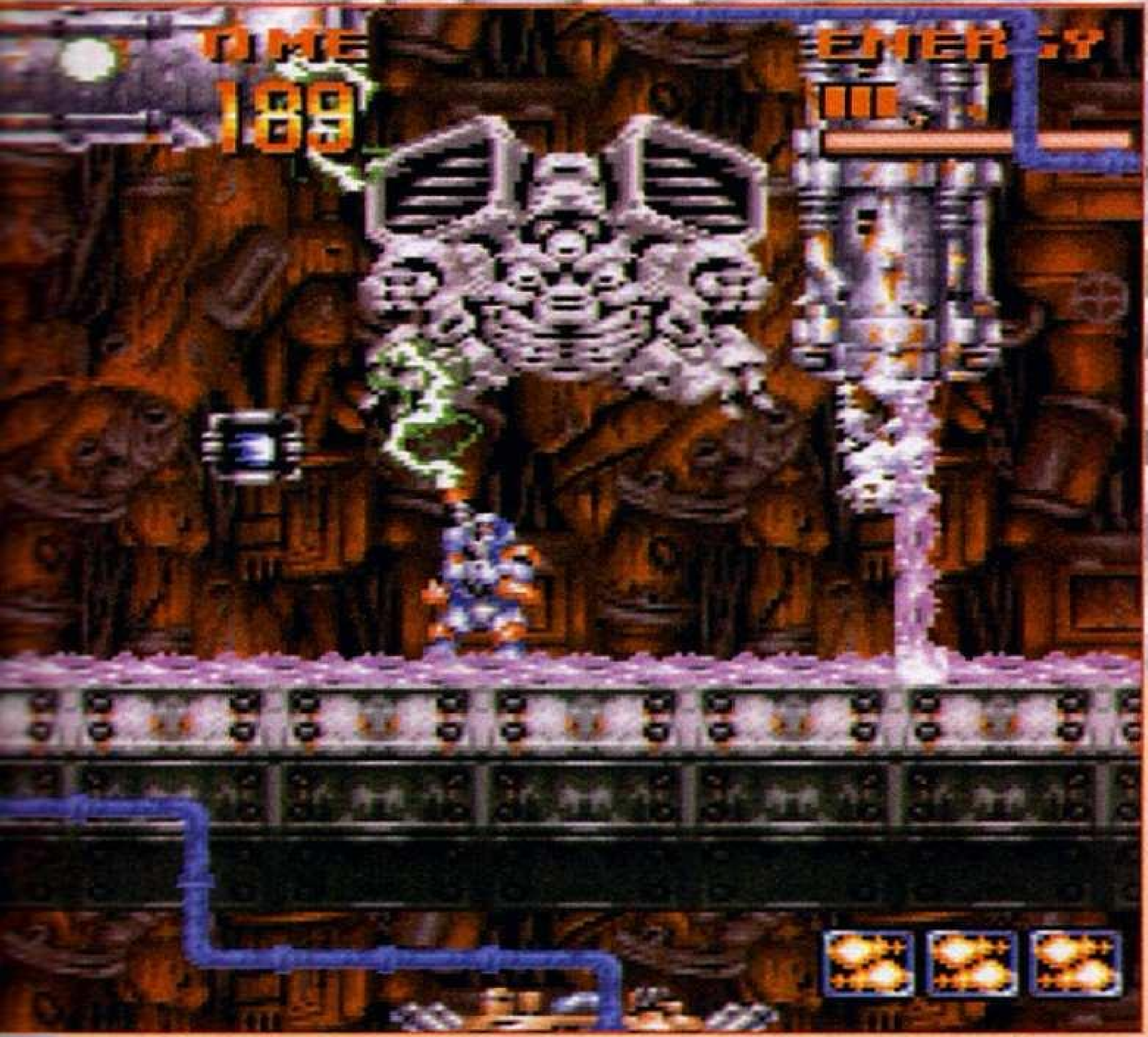


COMMENT

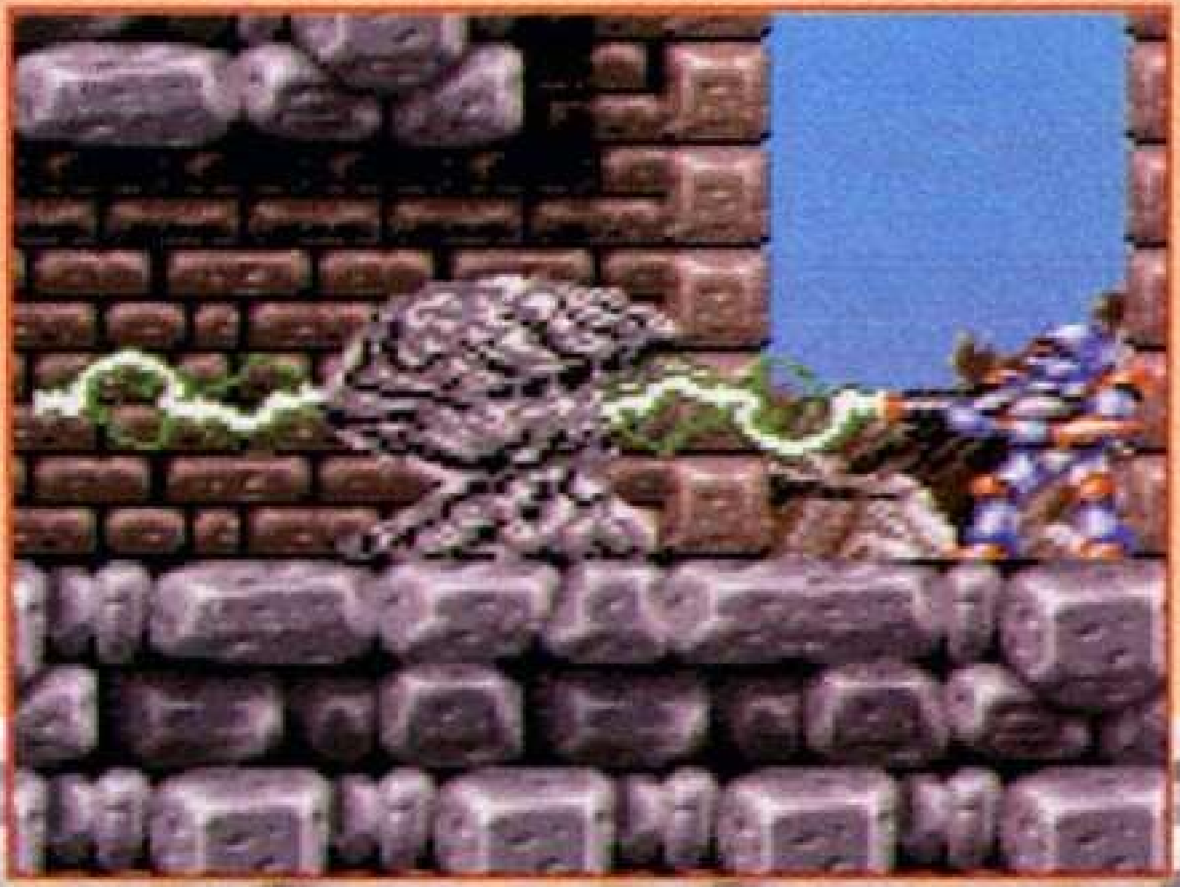
PAUL

I doubt Rainbow Arts ever envisaged their 16-bit computer title looking this great! As it turns out, Turrican does warrant this kind of special attention - though I have my reservations. The simplistic nature of its gameplay doesn't really appeal to me - I prefer something that demands slightly more than this dated shoot and explore carry-on. However there's absolutely no denying that Super Turrican is exactly as the title suggests. Whilst the gameplay is quite run-of-the-mill, there's one thing lifting Super Turrican from other platformers: the intensely detailed backdrops which develop on themes set by other titles. For example stage three looks like an R-Type II out-take and influences from Giger's Alien appear later on. No other console on the market could build so much upon such small foundations. Super Turrican makes your Super NES look and sound stunning. It offers a big challenge and lots of it, although the game is not entirely outstanding.



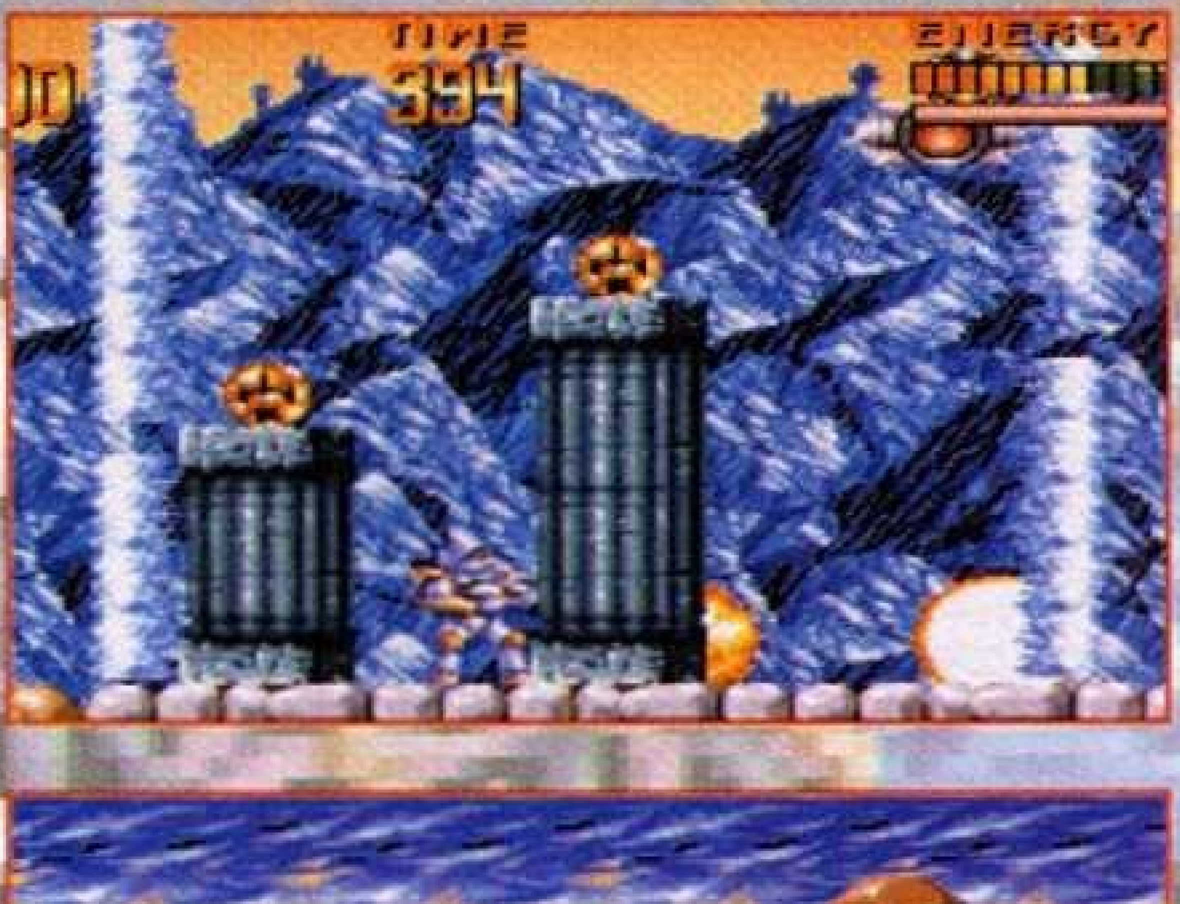


STAY FROSTY



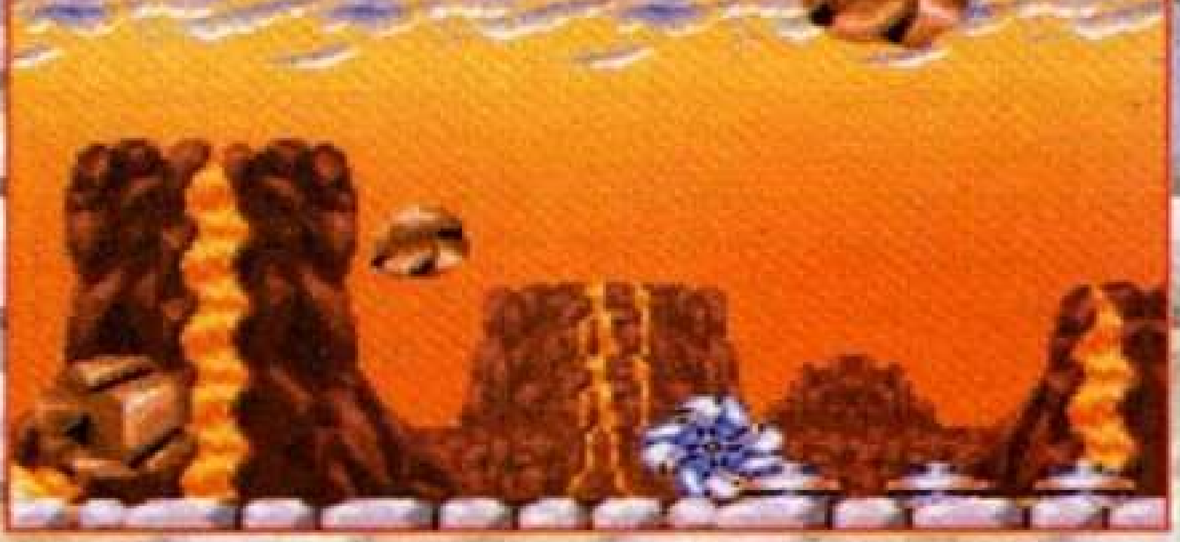
Many of the Alien-Queen's agents are in the habit of buzzing irritatingly about Turrican's head, whilst the larger ones adopt a more direct approach to his demise - crushing him. In answer to this, Turrican has a Freeze-Beam which he uses to stun his enemy, making their disposal that much easier. The bosses, however, are cool enough without the beam's assistance and completely unaffected.

SMART MOVE!



With great power also comes great responsibility. Another of Turrican's more persuasive weapons is his Smart Line - a wave of energy used to cut a swathe of destruction across the screen. Due to the power of this weapon, Turrican is limited to three per level - so the lines are best for wasting the bosses.

HUBBA HUBBA



For a limited period each level Turrican transforms into an Energy Wheel - a spinning, indestructible form useful in tight situations. In this state Turrican has access to areas usually too small and causes the enemy further grief by flinging bombs and dropping mines about the place.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	□	□
ACTION	■	■	■	■
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	■
ORIGINALITY	■	□	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	□
MONTH	■	■	■	□
YEAR	■	■	□	□

PRESENTATION 73

▲ A slightly cheesy but entertaining attract sequence sets the scene quite nicely thank you very much.

GRAPHICS 91

▲ Each one of the twelve levels is very distinctive and a lot of care has been taken to cram as much decoration into the scenery as possible. Turrican moves with all the grace of a well oiled machine.

▼ Most enemy sprites are fiddly and small!

SOUND 90

▲ Super Turrican is one of the new breed of games to feature Dolby Surround Sound. It shows! Both music and special effects are of a very high quality.

PLAYABILITY 84

▲ Turrican himself responds well and his mission requires an element of thought along the way. The blasting action is relentless!

▼ The gameplay is rather old-fashioned and not exactly gripping.

LASTABILITY 79

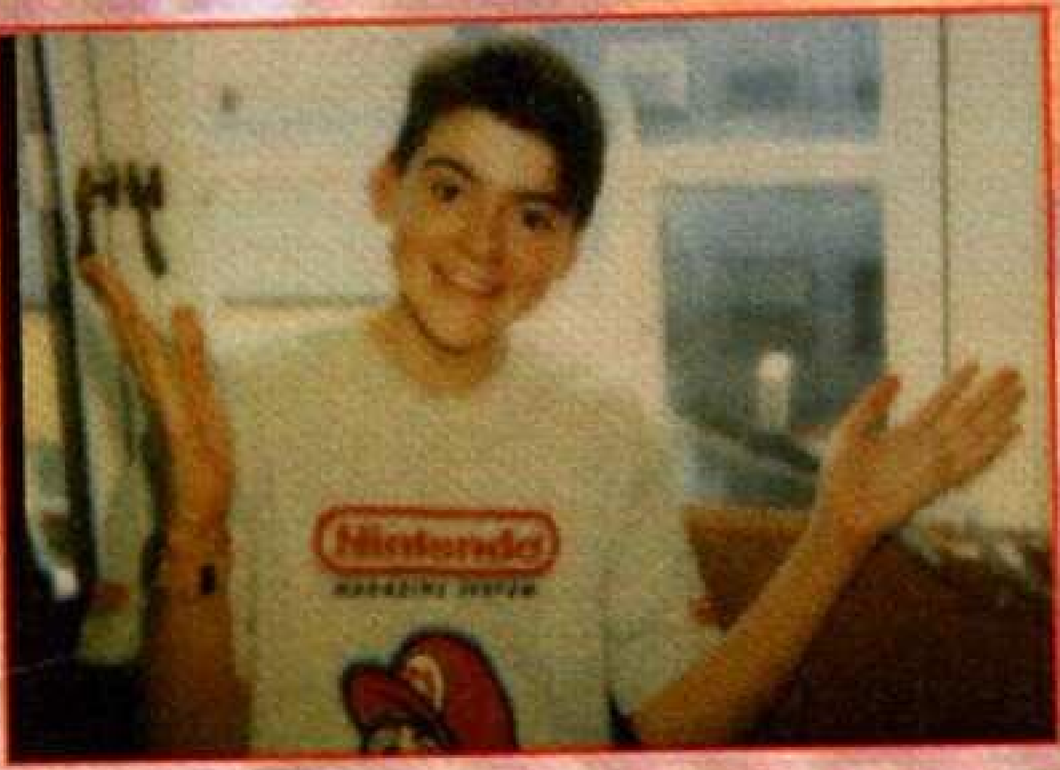
▲ It's hard and it's long....

▼ ....and rather laborious.

OVERALL 83

The best version of Turrican available - and that includes Universal Soldier.

NMS
KONAM
CHALLENG



I have returned. After spending a week at Hyperdine Systems Ltd for rewiring and a new processor, I was delivered back to NMS Towers relaxed and functional. Imagine my wrath when I discover the office has been hosting fun challenges in my absence. Fun? Fun? The object of the ScoreMonitor's challenge is not to enjoy oneself, but to prove oneself. In my rage I undid all that careful resoldering, and demanded retribution from my imbecilic staff. Defiant as ever, they immediately yielded up Paul Davies to be flayed alive in a challenge of my design. I started looking through the files of potential challengers...

SCOREMONITOR MARK IV

THE STAR CHAMBER

I planned this to be the most intense challenge ever, and set up a one-on-one event between the blithering Davies and my contender Troy from Coventry - soon nicknamed 'Milk' by the office 'wags'. I must confess to being quietly confident: it was a clear case of the long-haired loon against the bright young thing. Anyone who calls their computer Grospolinar and reads idiot fiction by Clive Barking was surely no match for my Console Warrior Youth. In warlike fashion I picked three of Konami's finest shooters in a multi-stage contest. For each game, the highest score would clinch one point towards a Best Of Three climax.

THE GAMES

PARODIUS (OMAKE)

A straight points blast. Parodius was to be played at high-level Omake, which is four minutes of enemy runs and bonus bells. This was to test the daring and flair of my gladiators (and picked because it's one of blunder-boy Paul's weak games).

VALKEN

I gave each player only a minute and a half on Valken, which is barely enough time to reach the boss. This was to test their coolness in developing a quick-scoring strategy, and their aggression (a quality that the 'Rochdale Brick' is not overly noted for).

DOUBLE
OPTION

POP'N TWINBEE

The newest, and the cutest vertical blaster from Konami. Both players would have three minutes together on the ultra-hard level. This was a bit of a sop to 'fluffy pillows Davies' who wouldn't compete without some dose of digital sacharrine — the super deformed into Super Deformers.

TROY'S TEMPESTUOUS TRAINING

I intended to give my anointed one as much advantage as possible, so invited him to NMS Towers at an ungodly hour to get in practice. Meanwhile, 'Dicky' Davies would be flopping out of his pit for some mid-morning bread and dripping. I have to say, though, my young contender was not as diligent as I would have wished. Every time I re-entered the practice chamber I found he had sneaked back to Streetfighter Turbo. We discussed the problem - I gave him a hard slap and he agreed not to stray from the Super Nintendo. I was beginning to have my doubts...

THE CHALLENGE BEGINS!

CAKKA DAVIES

Paul Davies, the man who often gets mistaken for Bella Emberg (in drag), kicked off on Parodius. I stood behind, waiting for one of his characteristic spoon performances. Paul is a greedy player, and Parodius Omake invites greedy players to go for a bonus too far - and then pay for their stupidity. 'Interesting' Davies duly took the bait, lost two quick lives and looked as if he'd be taking an early bath (an unusually hygenic experience him). But the Gods seemed to have pitied him (which is understandable since he is pitiful) and the decent power-ups seemed to overfloweth his cuppeth. He picked up the fat-boy bonus that allows you to steam through the enemy, and to my horror he was soon amassing a huge score. But before you could say 'I want a girlfriend' (which Paul often, often does) the whole endeavour was in jeopardy.

He had stupidly picked up the roulette bell and lost all his power-ups, and just at the crucial clown stage. To my glee I saw him fall to his final life...then curses! His score won him another life, and with reprieve his stumbled through the final, relaxed stages to amass 1,020,000 points, which is actually quite poor for a 'professional games player.' As Jaz whispered in his ear: 'You're crap!"

CORE
34220
L2 VULCAN

TROY-BOY BLUNDER

'I've haven't played this enough' whimpered Troy as he was strapped in. 'Silence!' I admonished, 'you should have practised more, rather than wasting your youth on our Streetfighter machine. Prepare to die!'. And die is just what he did. Again and again. The Rochdale Ape's enormous chin jutted out into a hideous simian grin as he saw the flower of Coventry's youth suffer a massacre in space at the hands of a thousand penguins. As Troy came to tricky clown section, he had nothing like the required amount of armament to protect himself, but somehow managed to scrape through. However, his grasp of the game was of Jeremy Beadle proportions. He was putting in a real 'Davros' of a performance. What was he a high-scorer on? Barbie? Thankfully, the misery was short-lived, with his last twin-bee craft bellying out at 85,000. First blood to the social inadequates.

VALKEN
PAULINE DAVIES

The parkin ponytail was full of smelly pride at his unexpectedly easy victory, and you could tell he thought the challenge would be wrapped up on Valken. After all, he had reviewed the game, and played it at length. But Paul's ability to disappoint himself is mystically profound, and he spent his precious Valken minute dithering around the level's nether regions, unable to find form or points. Any fool would have headed straight for the big motherin' points held by the boss, but Paul was on Kirby's Dream Land. A few cannons, a few armoured walkers and he seemed pleased with his meagre 20,030 quota.

MILKY TROY-BOY

Troy was looking pretty green around the gills. This one also wasn't 'my kind of game'. The tension of coaching my wavering tribune was flipping my circuit-breakers. But as the game started, I was pleasantly surprised to see how quickly he was developing strategies and how he'd spotted Davies' glaring mistakes. His progress through the level was rapid, as he scraped together as many points as possible in the limited time. At the three quarters stage he was upon the level boss, and within grasp of Davies score. In fact, he went onto surpass the score by some 3,500, equalising the challenge. Davies faced the prospect of going back to the job of wiping old women's botties.

POP'N TWINBEE
ONE-ON-ONE ACTION

No more sterling a test could be set for the two challengers, each buoyed with their individual (an undeserved) victories. Each came to Twinbee with an ounce of confidence. Paul likes the lobotomised cuteness of the game, even though he dislikes shooting his pineapple friends. Troy had finally found a game that was his bag. As the game began, and the two ships crossed the fruity-coloured suburbs, their scores were virtually inseparable. Davies got dirty and began slinging Troy's ship around the screen, a nifty trick unique to Twinbee. It took Troy a good 30 seconds to register why was all over the shop, and then followed a period of tedious tit-for-tat chucking that was doing nobody any good.

It became clear that Davies was gradually pulling ahead. Both players were doing the same damage in air targets, but the refugee from Corrie St. was scooping up points from ground targets. Troy's answer was to get a shield from a passing bell and go on a reckless attack, moving right in front of Davies' spaz chariot. The scores seemed to equalise. Then - disaster! Troy flipped out worse than the lorry driver in the Pepsi advert, and his game-skills went over the cliff of redemption. Who can blame him, having to sit next to the odour of black puddings, Newkie Brown and Kirby droppings mixed together? Cause or not of his demise, it was a Davrosian disaster, a plunge into quivering serfdom at the feet of the staffy from Hell. Oh, well.

Troy's high mark was 26,000, while Paul made 35,000. A pyrrhic victory for the Northern exile and another effortless win for NMS.

EPILOGUE - TOMBOLA TRAUMA!

Had Troy won, he would have been in a position to demand the spoils of victory - but instead he was in line for the Turd Of Defeat. To give him a sporting chance, we produce three plain-brown envelopes. One brimming with promise (Super Star Wars), one filled with mediocrity (Dragon Ball Z) and a final innocuous manilla hiding the lethal surprise of Wayne's World! With Jaz's assistance Troy made his blind choice, which was...

Wayne's World. Strangely, everyone was overjoyed. Apart from Troy, who made a small retching noise. Probably thinking of all those larf-filled evenings of 'extreme close-ups' and crap graphics to come. The shining young lad had taken me to the heights and the depths: at once dazzling me with his skill, then plunging me into despair by the daring misjudgements that are the way of fearless youth. Even though his challenge failed, I saluted him. Then sent him back to Coventry, then set about wiping all Davies' Mac disks out of spite...

THE NEXT INSTALMENT...COULD IT BE YOU?
WRITE TO NMS AND STATE YOUR CASE!

INTER ACTION MAILBAG

This month's mailbag raises some interesting points. There's the old epilepsy chestnut, the new moves towards censorship and the blindly prejudiced attitudes of a great number of non-gamers. By the time you read this, Newsnight's documentary on the subject, researched with our help, should have been shown. Hopefully, it showed a more balanced view of the argument to the more mature viewers who watch the programme, but it seems it's the tabloids that games players are going to have the most trouble with. How about writing to a few to argue your case, or, if your parents think games are Ok, getting them to say so? It's about time the attitude of the mass media was challenged. In fact, with such important issues raised, it's just a pity SEAL is such a sarcastic, fish-smelling git! Anyway, if you've got anything to say about anything on these pages, or an idea of your own, or perhaps if you just fancy Nicole Kidman like that sad bloke whose letter we printed, drop us a line at I WOULDN'T HALF MIND A NICE BIT OF GOLD SEAL (LIKE IN THE PICTURE ON THE LETTERS PAGE), NMS, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

NO, IT'S STRAWBERRY BLONDE

Dear SEAL,
I would just like to say how envious I am of all Super NES owners. I am currently a Megadrive owner and it looks as though it's going to stay that way. You see, living where I am living there is a slight problem with getting a Super NES as Nintendo have just pulled out of the country. How did I get hold of your mag? Well, I was in Ireland for a few months and happened to spot half of Nintendo's logo behind lots of other magazines. I picked it up and it just happened to be your Starfox issue. I thought your mag was great so I bought the next ones after that and then I had to come back to the crap ol' SA. And to finish I would just like to say that if any of my relatives in Dublin Happen to see this, please send me a copy of NMS every month. THANK YOU!
Derry Heron, Johannessburg, South Africa

SEAL: Well, Derry, overseas subscriptions are available, so you could just order the mag for yourself. I don't think we've pulled out of South Africa yet, so you shouldn't have any problems there. As for getting hold of a Super NES, are there no import shops over there selling Nintendo kit?

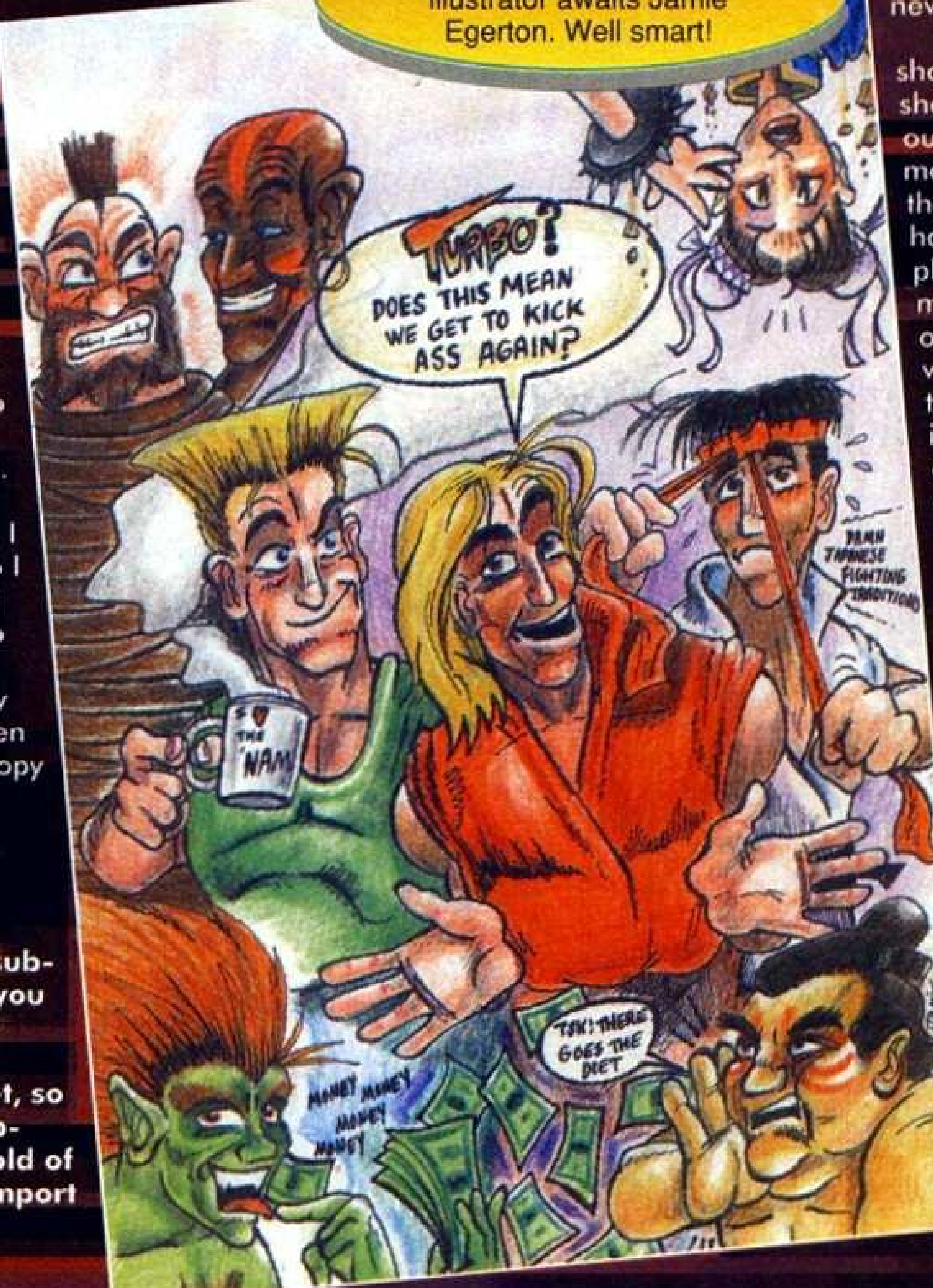
GUT

To SEAL,
You must be fed up by all these people writing in English, so I'm going to write in seal talk.

Arf, onk, bark, arf, splish, splash, flip, flop (roughly translated as we love your mag and please could we have a photo of you).
Anna Snape, Blandford Forum, Dorset.

SEAL: Actually Old Bean, I wouldn't know what you are bally well talking about. I was classically educated at St Nobs in Cambsford, and disowned my uncouth polar-dwelling family just as soon as I jolly well could.

▼A brilliant career as an illustrator awaits Jamie Egerton. Well smart!


TURBO?
DOES THIS MEAN WE GET TO KICK ASS AGAIN?
I ♥ THE NAM
DAMN JAPANESE FIGHTING TRADITIONS
TSK! THERE GOES THE DIET
MONEY MONEY MONEY MONEY

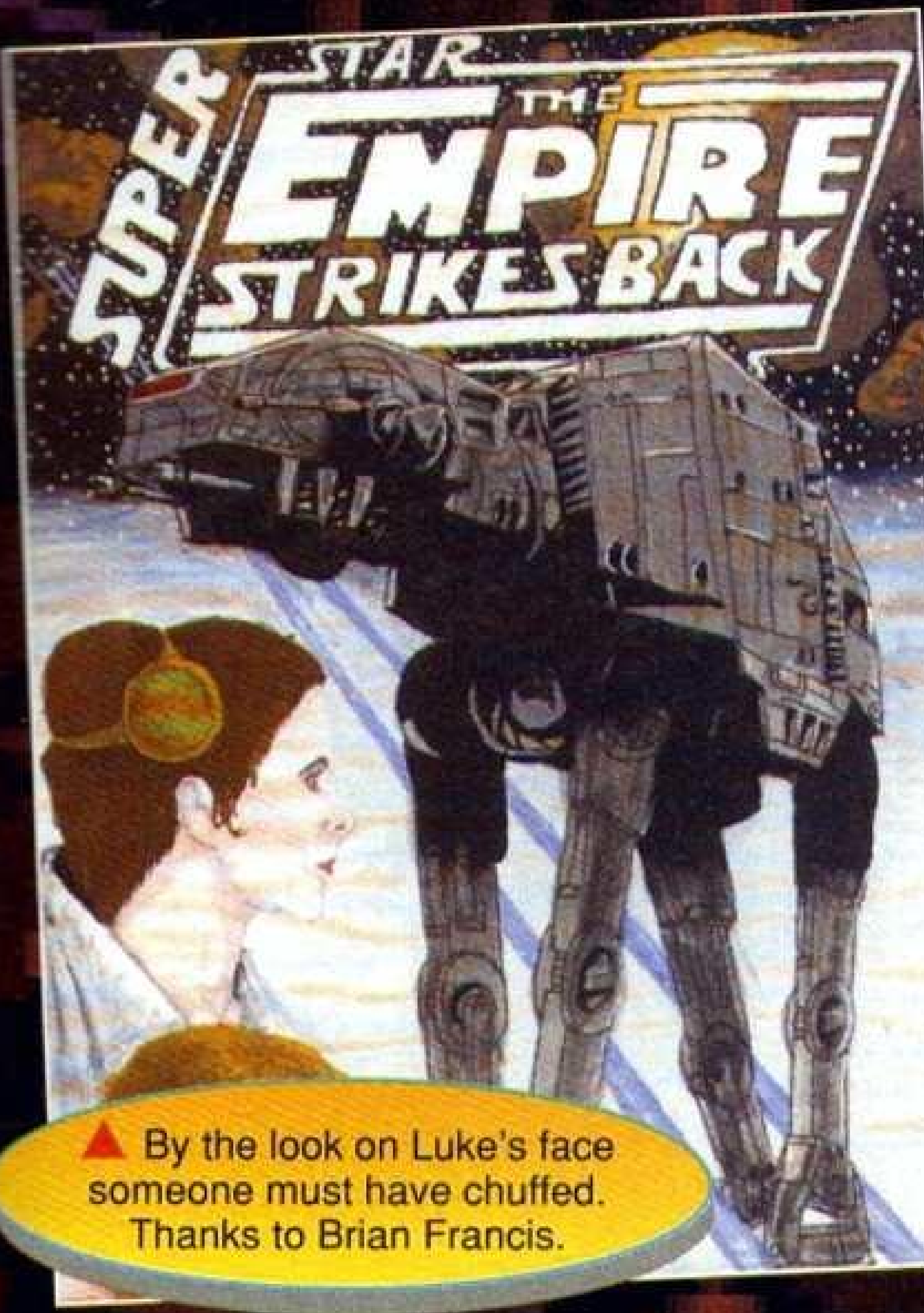
GINGER

Dear SEAL,
After reading some of your reviews in the latest NMS I felt inspired to write to you on the subject of originality, or at least why your comments on it are ignorant. I feel that I am speaking for the majority on this one, so I'll use the third-person collective term "we", so don't assume this is a letter from a small minority, this is in fact a letter from a large majority. Anyway, my argument begins with comments akin to the ones found in your review of Konami's Pop 'n' Twinbee, or at least I think that is what it is called. In the review you marked it down for lack of originality, it being just another shoot 'em up after all, but what you failed to realise is that we do not mind as much as you do about originality, before I'm shouted down about the industry "falling into a rut" just let me finish. You work on a computer magazine, which is sponsored by Nintendo themselves, and I guess they also supply you with the new games, too. Supply is the operative word in this case. Now, seeing as your games are supplied free of charge the only thing you can complain about is the lack of originality, I mean, if a game in a similar mould is dropped through your door day in, day out, who wouldn't get bored and slag it off? But for us punters, we get a new game every five months, if we're lucky...

Therefore, if all our collection exists of is shoot 'em ups, we don't mind, as the next shoot 'em up we would like won't be within our grasps until we've saved for agonising months of no-spend boredom. My point is that after owning the NES for two years I only have five or six games over four of which are platformers, and I'm still not tired of the format, simply because I don't get twenty or so of them in a week, by which time I too would be complaining. So in future don't be too harsh on the games which lack originality, because not all of us are fortunate enough to be swamped with games each and every day.

PS Marc Swallow for Phillipa McFarlane
David Ramsden, West Wickham, Kent.

SEAL: I see what you're trying to say, but look at the platformers you've got. I'll bet that the one you first bought two years ago and the very latest one you've got hold of are actually very similar. This is why we complain about a lack of originality - not because there are loads of a certain type of game, but because too many of the examples have too much in common. For example, if you have Axelay, or particularly Space Megaforce, there's no reason for you to buy Pop 'n' Twinbee because you'll have seen it all before. If you like shoot 'em ups, fine, but you don't want to shell out five times for what is essentially the same game do you?



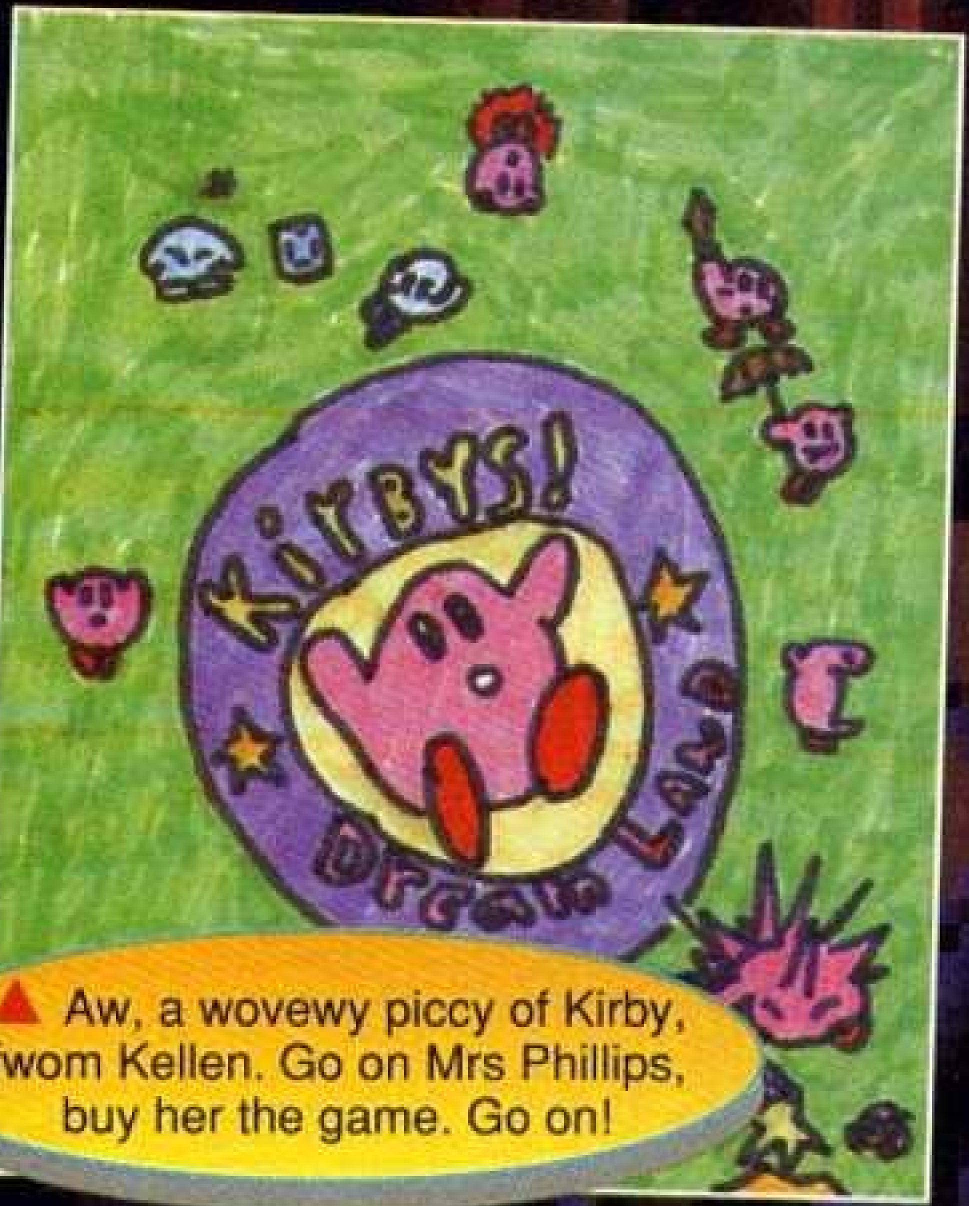
▲ By the look on Luke's face someone must have chuffed. Thanks to Brian Francis.

TEN BOTTLES OF NEWKY BROWN

Dear SEAL,
My two favourite films are Days of Thunder and Top Gun. I have the game and the songs from NES of Top Gun. I was disgusted about that NMS booklet all because of one game that was rated overall 39%, that was Days of Thunder, I am going to get the game Days of Thunder because apart from you other mags say it's good. You say that snogging Nicole Kidman is not a very big deal, that's the expression I got anyway in fact having a snog with Nicole Kidman would be my dream, and there is nothing wrong with Tom Cruise snogging Nicole because that is his wife.

PS If Nicole is reading this mag - I love you.
Christian Jones, Cwmllynfell, Swansea

SEAL: You really have no shame do you? First you say you think Tom Cruise is great, then you admit to wanting to buy one of the most pathetic NES games ever, and then, in front of hundreds of thousands of readers, you get down on your knees and profess your love for someone you will never, ever meet in your life. You poor, lowly individual. Have you ever thought of reading N-Force?



▲ Aw, a wovewy piccy of Kirby, fwom Kellen. Go on Mrs Phillips, buy her the game. Go on!

AND A JD

Dear NMS,
I bet you don't get too many letters from prisoners do you mates! But there's always a first time for everything. First I would like to brown tongue by saying your mag is is ace of aces and I get a copy sent in every month, and it would kill me if I wasn't kept up to date with the Super NES, NES and Game Boy world of consoles. I would like to know a few things, so please entertain me by answering them.

1. You reviewed Tuff E Nuff and gave it a puny 89%, so do you think it's the kind of game you could return to again and again like SF2?
2. Is the Batmobile stage on Batman Returns really ace or drab and crap, as I only like driving games if they are packed with action.
3. Is there an official UK release date for Zelda - Link's Awakening for the Game Boy?
4. I normally hate sims, but is Starwing a good place to start getting into them?
5. Does Rignall ever wash his hair?

You are all ace as ten and cheer up my four ugly drab walls, so Hasta La Vista NMS.
Paul "Psychotron" Thomas, HM Young Offenders Institution, Portland, Dorset.

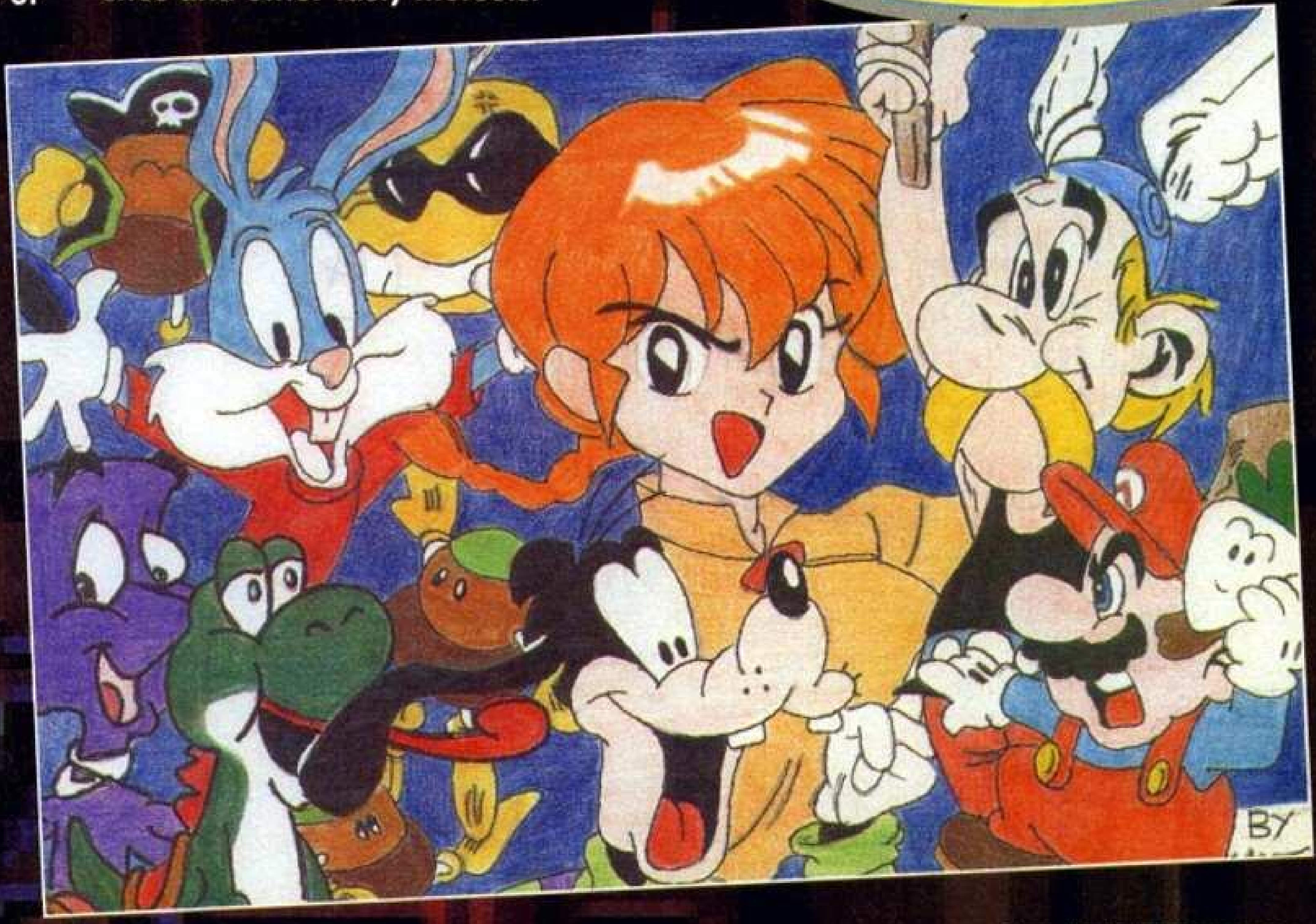
SEAL: Well, it's always nice to get a bit of flattery (although you didn't send me any sweets), so I suppose I could answer your questions. 1:Not really, it's great fun at first but the appeal wears off a bit after a while. 2: It's more of a bonus level to break up the beat 'em up action of the main game than a driving game in it's own right. 3: Not as yet I'm afraid. 4 Yes, because it's really a sim. 5 No, but he does have a small monkey friend who searches through it for parasites and other tasty morsels.

MOANING IN A CORNER

Dear Sealy Wealy,
I am rather confused, who are Consoles +? Recently on holiday in the South of France (it was really hot) I came across a French magazine called Consoles +, which was really overpriced about £3. 50 at the present exchange rate. The French computer magazine was laid out like NMS and was proudly sporting a Star Fox poster like the one you gave away with issue 7 (with your name splashed along the bottom). There was no mention of you giving them permission so are they your French branch or are they breaking copyright, in which case you had better get your lawyers out.
Richard Letts,
Canterbury, Kent.

SEAL:Consoles + is indeed our French sister mag, although with our knowledge of languages being restricted to "J'aime le music pop" and "Je joue au football" it tends to leave our continental fans somewhat in the dark as regards games.

▼ A plucky effort from talented youngster, Matt Gough. Well done young fellow.



A top-class effort courtesy of top artiste with an italian name, Mario D'Angelico

SUPER STUD

Dear SEAL,
I'm sorry this is such a predictable letter, but it really annoys me when people slag off consoles when they've never played them. People in magazines/papers are ALWAYS going on about the "enormously" high price of computer games. Yes, they are high, but CDs make more profit, and there is not so much coverage on them. I went to the pub with my mum and her friends, with my NMS. "Oh, computer games?" Yes, I said. "They're such a waste of money! What have you got?" A Super Nintendo, I said. "Have you got Sonic the Thingy?" No, he's on Sega. "Oh, I've never played them." And before she took her next sip "They're ridiculous, aren't they?" But you've never played them - I laughed at her, nicely.

But back to the point, consoles are gaining such a dirty name. Over-priced, anti-social, addictive killer machines. Parents must think it's wrong to give little Johnny a computer now. Consoles should have a name of fun, exciting, sociable machines. The critics should stop slagging our computers off - it's us who like them, and it's our business.
Tom Mummery, Leicester.

SEAL:I feel really sorry for little Johnny. I mean, every time we get a letter if this sort, it's always little Johnny who goes without. What about Big Keith? Or Medium Colin? Anyway, Tom, at the moment consoles are everybody's business They're big news "youth entertainment" which, like TV, loads of satanists worship before, and means it's going to be made a scapegoat for everything going. Eventually, the fuss will all die down when people get it into their heads that there is no connection between consoles and juvenile crime, no extra risk of epilepsy whatsoever and no cause for complaint other than the cost of software. Until then it appears we'll have to weather the double standards of Nintendo Killed My Son/Inside: 8-Page Megaguide and the ill-informed "moral majority" who would never play a game, but know *just how evil they are* instinctively.

DAZZLING REPARTEE

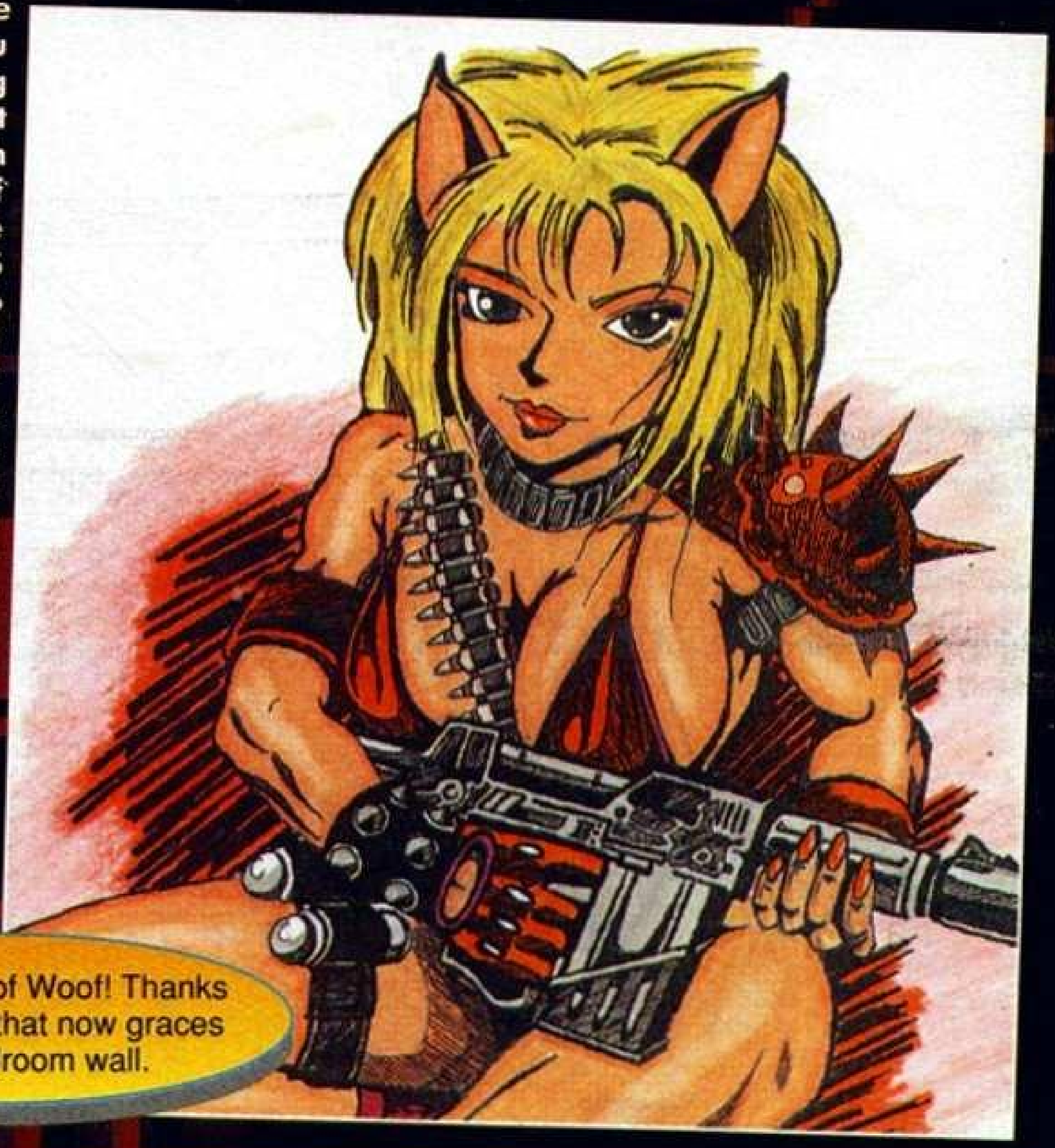
Dear SEAL,
Why is it that there are no cheats for the NES in NHS other than Game Genie codes? Why is it that there are hardly any reviews for the NES? Do you guys at NMS have something against us NES users or what? I get NMS every moth but I don't know why! There's nothing in it for me! I'm sure I speak for all NES users when I say "Get your acts together and get some NES gossip into NMS!"
Robert Docherty, Bilton Grange, Hull.

SEAL: Actually, you've rumbled us there. We all think NES owners are half-witted chocolate starfishes and we hate you all. Well, not really, but we do see what you mean. The thing is, there's just been so much exciting stuff happening on the Super NES recently and so little new stuff coming out for the NES, we've had to put the NES on the back burner. But no more! As of now you'll see we have more NES reviews than ever, and at least one players guide for an NES or Game Boy every month. Happy now?

RIDICULOUS COWBOY BOOTS

Dear SEAL,
I have been recently flicking through my collection of NMS mags and in issue 2 in the Q&A section I found something very odd. The question was, and I quote "Will Streetfighter 2 ever appear on the NES?" and the reply was "Sadly, no."This was utter rubbish, as I have got Streetfighter 2 for the NES. So what I'm trying to say is that in future GET YOUR FACTS RIGHT! So you don't mislead your faithful readers. I hope you print this letter as it's up for grabs for whoever wants it for their NES.
Oliver Lee, Chilwell, Nottingham

SEAL: I should imagine the version you've got is the one known as World Fighter. At the time of issue 2 we didn't mention it because it was a dead illegal pirate game, whereas now...it's still a dead illegal pirate game. Having said that, it's also quite likely that it's going to be the version which will be officially released in Japan soon. So if you're thinking of getting it, wait for the proper Nintendo cart.



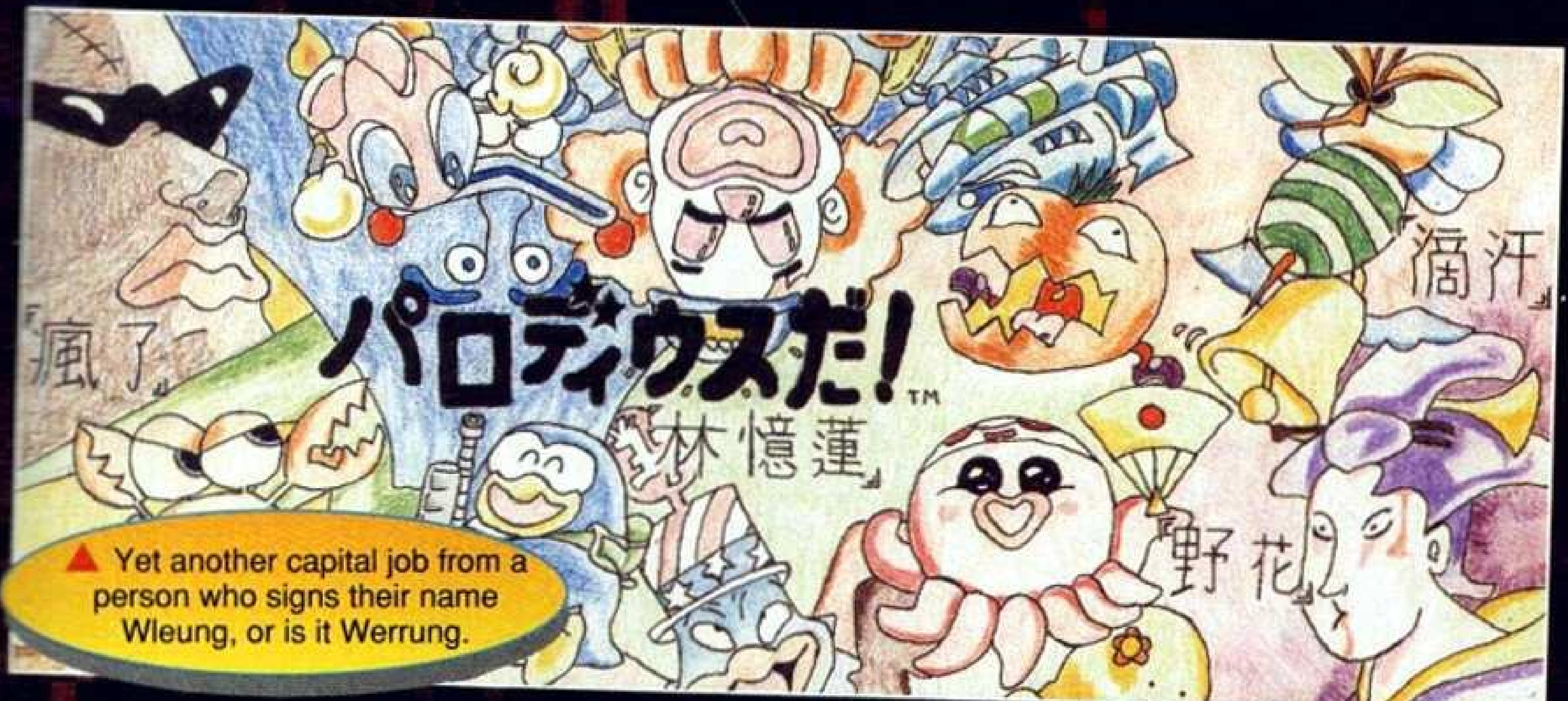
Phwoar! Woof Woof! Thanks to Sean Wilson that now graces Dave's bedroom wall.

CRAP 'RAYBANS'

Dear SEAL,
Cor Blimey! Who saw that QED programme on the Tokyo earthquake situation. For those who missed it here's basically what happened. Tokyo is due a massive earthquake which will most likely destroy half the city unless these six wise men geezers raise the alarm. Because Tokyo is really rich and every electronic giant is based there the stream of manufactured goods will slowly dry up. Prices will rise and we will all be in a big depression (I think).

What I thought is that with all the whinging gits moaning about cart prices they ain't seen nothing yet! Cart prices will rise to astronomical levels and no-one will be able to afford carts from years back never mind the latest releases. Even worse, perhaps Nintendo and Sega will go bust. The console could be dead! Imagine - year 1996 - "I've got an Amstrad GX4000!" "Cool! Be your best friend!" The future is getting cloudy!
The Mystic Triad Avenger, UK

SEAL:And of course they couldn't manufacture electronic components in any other country in the world, could they? And Nintendo and Sega don't have huge complexes in the States, do they? I think you're over reacting somewhat there, although I should imagine any importers who watched the show are probably getting a bit nervous.



Yet another capital job from a person who signs their name Wleung, or is it Werrung.

MR HEALTH TRIP

Dear SEAL,
I have just heard about the ratings for video games that Sega have brought in. I know this is a Nintendo mag but I felt that I had to cry out. As I understand it (please correct me if I'm wrong) Full Motion Video games showing so-called "violence" have been given certificates eg. Night Trap is a 15. I use the term so-called for I have heard many rumours from other mags, eg. CVG, that there is no violence at all throughout the game.

I understand that some younger kids may get frightened due to the atmosphere of said game, but 10-12 year olds should be alright. I've seen quite a few 18 films and I wasn't that scared of them. I can see what these classifiers are trying to do (keep what is seen as horrifying material away form impressionable children), but it seems that English children are more impressionable than children living in America or Japan. I mean, is there such a scheme in America? Now that is what I call double standards. It seems that Sega think that every English child is a pansy, whereas American kids are ready for violence. One of the last times people cried out about censorship was when Milton wrote Areopagitica (a pamphlet on censorship) around 1640. His cause then succeeded, as I hope ours will now.
Burhan Gailani, Kingston-on-Thames, Surrey

SEAL:For starters, the ratings system for FMV hasn't really got off the ground yet, and the only reason it was suggested was because of pressure from the British media as opposed to being self-induced by Sega. Maybe there is a point in censoring video footage which would receive a rating from the BBFC, but Night Trap was pretty harmless, and once again, it was down to a bunch of ill-informed pinheads knowing what's best for everyone else. The same sort of people who pressed for Parental Advisory stickers on certain records and other such pointless acts of "saving society from itself". Thankfully, most of them are quite old and will hopefully die soon.

EGOTISTICAL

Dear Nintendo Magazine,
Please could you send me some die-cast models for my Streetfighter collection.
Dean Walsh, Tooting Bec, London.

SEAL:What are we? Some kind of charity? Perhaps you'd like us to send a copy of Turbo Edition on the Super NES, just for your collection, and we'd better complete your collection with a Streetfighter pinball table, eh?

FOOTBALL OBSESSION

Dear SEAL,
I am writing on behalf of AVGVA (Anti Video Game Violence Association) who would like to express their concern on the amount of violence appearing in video games nowadays. Video games are brainwashing young children. Streetfighter 2 is making children into monsters. I bet that most of the children who have played this game have tried some of the moves on their friends or family. AVGVA now has quite a lot of people supporting it (including a dork called Alan Roy). That's all I have to say for now apart from this question. Why don't games companies make games without violence?
Alan Roberts, Penicuik, Midlothian.

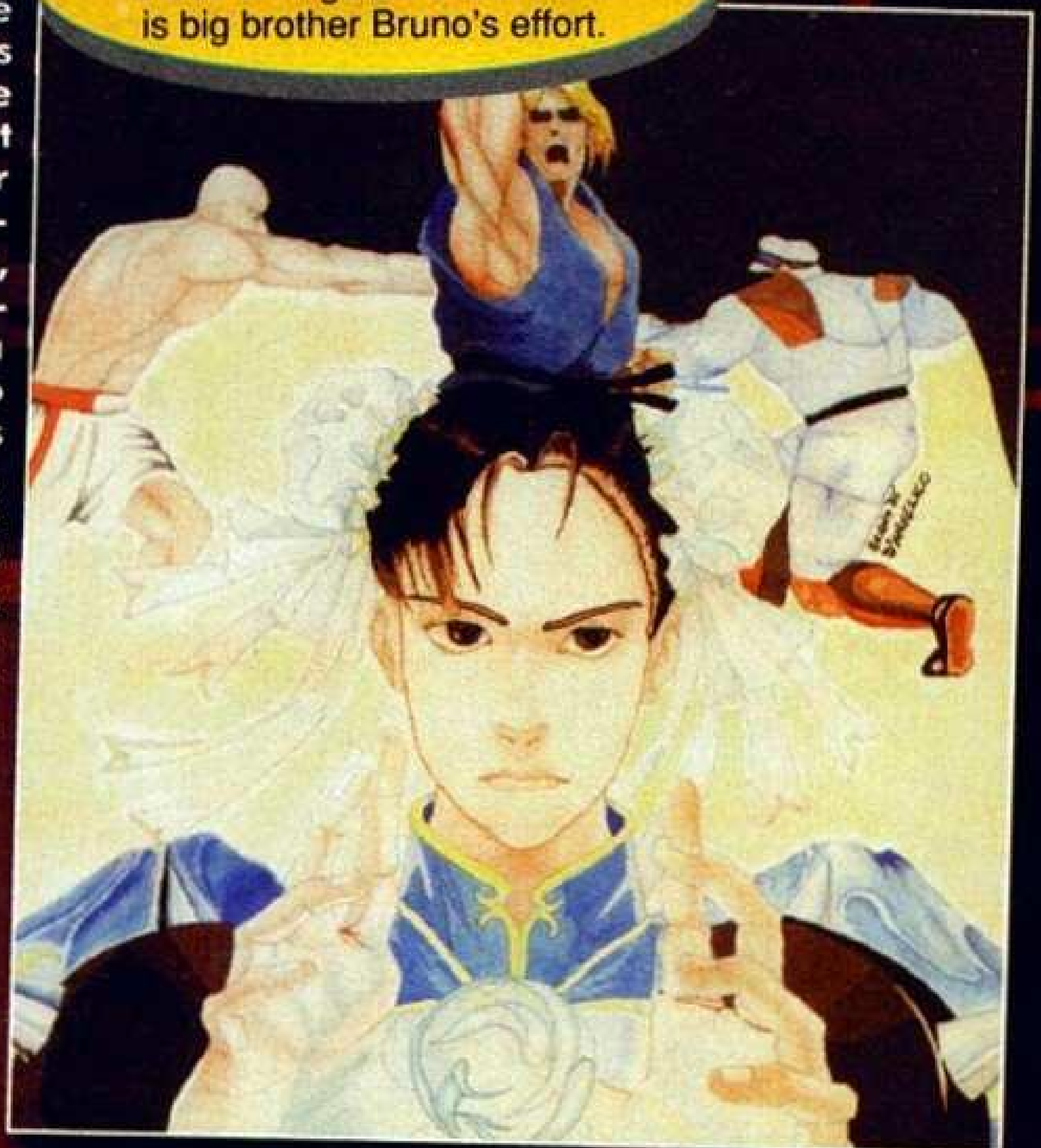
SEAL: Right, let's get this straight. Anyone unhinged enough to be provoked into violent acts by playing games is quite obviously going to get violent anyway, whatever the provocation or stimulus turned out to be. Also, Streetfighter brainwashing kids? When I was a kid, we always used to play Seal Wars (I was always Luke Sealwalker), or whatever else was the latest craze. This didn't mean we made blasters and shot each other the same messing about playing "live Streetfighter" doesn't mean you're going to ram an electricity cable up someone's jacksie if you're being Blanka. Now that's over with, it took me a while to work out whether or not your letter is a urine-take. The handwriting and spelling are both a bit below par, and it's quite obvious Alan Roberts is quite a youngster, so the evidence would point towards a leg-pull. Just remember that there's enough loonies out there who really do believe all that rubbish without you encouraging them, Alan.

SAUSAGE TOAD

Dear SEAL,
Whoa Neddy is right (to quote you) in issue 8. I would like to comment on the wacko who sent you a 381 word letter which also included a few numbers but I didn't count those. I mean, what does he think you are, a word processor or what? So what if the carts for the Super NES do cost a bit, I think the carts are well worth it. I don't think that guy appreciates the research and hard work that is put into the carts for our entertainment. I am more than willing to pay for a good game with my hard-earned money. Issue eight was the first ever NMS mag I bought, and I thought it was brill. 120 pages crammed with new and exciting reviews. Keep up your excellent work.
Mark Duggan, Comet Bray, Co Wicklow, Ireland.

SEAL: You know Mark, it's good that you appreciate the amount of research and hard work that goes into making an issue of NMS. And as a result, we know you'll be only too happy to pay £10 for your copy each month. Our regular, insensitive readers may carry on paying the usual price.

What a talented family those D'Angelico's are. Here is big brother Bruno's effort.



THAT'S ALL, FOLKS

Unfortunately, that's all we have time for this month. But next month, SEAL will be showing you how to cop off with Catherine Zeta-Jones, a way to print money in your own home, and a guide to turning dog turds into gold.* UNTIL NEXT MONTH. 'ARF 'ARF....

*Subjects are subject to change.

Q+A
READER SYSTEM

When will the colour Game Boy be released? When will the Super CD see the light of day? Who gives a flying one? Not us. If you've got some half decent questions you'd like Jaz to answer, which means nothing to do with colour Game Boys, Super CDs, Super FX releases, Streetfighter Turbo or whether or not you should go for a poo, send them into us at this address: I THINK I NEED TO PARK MY BREAKFAST, WHERE'S THE SMALLEST ROOM, JAZ?, Q&A NMS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU

Q EDNA DORE

Dear Jaz

I hope you can print my letter as I would really like answers to the following:

1. Is Super Mario Bros IV going to be released for the NES?
2. Is SF2 on the NES going to be the normal game or the Championship Edition?
3. Will it cost as much as the Super NES game?
4. When it is released, will there be a six-button joy-pad for it?
5. When is the Game Boy 'Super Chip' out?

Ian McAllan, Stanwell

A

JAZ:1. Doubtful. 2. Bearing in mind the size of the cart it'll be the normal game. 3. Dunno yet. 4. There are no plans as far as I know. 5. We've heard nothing else on the ICY front as of yet, but we'll let you know as soon as we find anything out.

Q THORA HIRD

Dear Jaz

Please can you find the time to answer these questions for me:

1. When is Battletoads for the Super NES out?
2. When is Bubsy offically out?
3. Is Alien 3 out on Japanese import?
4. What is the best beat 'em up for the Super NES?
5. When are the following games going to be released: Super Empire Strikes Back, Elite, Final Fight 2, Super Kirby, and Lost Vikings.
6. Is there such a game as Where's Wally?

Chad Lewis, Dagenham

A

JAZ:1. Sometime in the autumn. 2. It should be out now. 3. I expect so. 4. Streetfighter 2, what else? 5. Sometime in November, no date as of yet, out now, there's no such game (yet), and Vikings is already out. 6. Oh shut up...

▲ That's it, hold him still. Aah, I see the problem.

Q KATE O'MARA

D Jazza

Please answer my questions as this is the first time I have written to a magazine:

1. When is Mortal Kombat coming out for the Super NES?
2. Will it be as playable as the coin-op?
3. When is Dennis The menace coming out?
4. Are there any plans for decent Super NES RPGs?

Adam Carruthers, Glasgow

A

JAZ:1. September. 2. See the review for more info. 3. It's actually based on the US Dennis cartoons, rather than the comic Dennis The Menace, and Ocean have yet to set a release date for it. 4. Try Shadowrun from Beam, that's rather smart apparently and keep an eye out for Breath Of Fire and Albert Oddysey.

Q EARTHA KITT

Dear Jaz

I own a Super NES and would appreciate it if you could answer these questions for me?

1. When is Ranma II offically released?
2. Will there be a Contra IV?
3. Are there any plans for a sequel to Super Star Wars?
4. Which is the best: Bubsy or Tiny Toons?
5. Is the new Superdeck worth buying?
6. Which is the best of the following:Exhaust Heat 2, Nigel Mansell, and Top Gear?
7. When is FInal Fantasy: Mystic Quest officially released?

P Webb, Stockport

A

JAZ:1. There's no offical date yet. 2. No details yet, I'm afraid. 3. Yes, Super Empire Strikes Back. 4. Tiny Toons. 5. Yes. 6. Exhaust Heat 2, but it's not fair to compare a Super NES game to a man with a daft moustache and a crap BBC2 programme. 7. No date as of yet.

EXIT
SPEED 359 Km
POWER 714 Ps
F.GRIP
R.GRIP
BRAKE 171
WEIGHT 525 kg

▲ Yep. It's a racing car alright...

Q ZSA ZSA GABOR

Dear Jaz

I am the proud owner of a Super NES and I would be grateful if you could answer the following questions:

1. What do you think is the best driving game for the Super NES?
2. How do you rate the following games: Starwing, Top Gear, Ki Ki Kaikai, Tiny Toons, Royal Rumble?
3. Which should I buy out of Starwing and Striker? I can only afford one, so please help me choose.
4. When will you be reviewing Striker and Pebble Beach Golf?
5. When does the next series fo GamesMaster start?
6. When are you reviewing Sensible Soccer?
7. Is the Barcode Battler any good?
8. My mate reckons Top Gear is too slow, please put him right.

R Clarke, Stockport

A

JAZ:1. Mario Kart. 2. Excellent, a bit limited, very good, excellent, dull. 3. It depends on whether you like football games of shoot 'em ups really, doesn't it? 4. Striker is reviewed this issue, Pebble Beach will be reviewed when it is officially released. 5. Sometime in the summer. 6. When it's finished, funnily enough. 7. Nope. 8. He's half right, you have to admit it's a little dull.

1.1 mph
TEE SHOT
blind
Lie
1st
1st stroke
371 yards
Par4 373y

BELLA EMBERG

Dear Jaz

Please answer my questions, as failure to do so will result in the prolonged use of your nether regions as bungy ropes...

1. Will the US/Jap Super CD be compatible with the UK PAL machine?
2. Have Nintendo announced any more games using the Super FX chip?
3. When will Final Fight 2 be released?
4. Will the following be released for the Super NES: Lemmings 2, Monkey Island 1 and 2, any athletics games, Speedball 2, Flashback, Aquatic Games, Manchester Utd Europe, Wing Commander 2?
5. I saw Asterix on Games World, is it any good?
6. Who made up the 'Marlon' and 'You Fools' captions?]
7. Will you do a questionaiire which contains vital questions such as 'Who Is Your Favourite EMAP Employee' and 'Is Steve Merrett A Prat'?
8. How long wil these games last in weeks: Starwing, Tiny Toons, Cybernator, Batman, Exhaust Heat 2?
9. Will Cybernator be called Assault Suit Valken in the UK?
10. My brother thinks the PAL version of Starwing will have levels left out of it, and that the US version is crap. Please put him right and insult him.
11. Will T2: The Arcade Game work with the joypad as well as the Super Nintendo Scope?
12. Be honest. What do you think is the best: Megadrive of the Super NES?
13. When will Mr Nuts be out?
14. Will there be a Predator of Predator 2 game for the Super NES?
15. How much do you think the Super CD will cost?
16. What is SEAL's problem? He doesn't insult people like Yob does in MEAN MACHINES. I mean, Yob tells people to 'go pee on an electric fence', whereas SEAL can only come up with 'who exactly won the war anyway?' NUKE THE SEAL!
17. The 'Yesterday', 'Tomorrow' and 'Last Tuesday' captions are crap. Please shoot the people who started them and never use them again.
18. Ha ha ha! Rad is crap at games. Fancy losing two games in a row on Games World!
19. I think the bloke who said the Sega ads are crap is right. I mean, what has hoovering got to do with games? The add is loads fo crap with crap helping of crap dressing.
20. Is Super Bomberman looking good?
21. Which NMS employee finished Starwing first?
22. Apart from Harrod, who is the best at SF2 in the NMS office?
23. WHAT THE HELL IS THE SECRET GAME?
24. In issue 8, you said Blanka is a girl. If so, why is his name Jimmy?
25. If games cost £10 to make, how come you said it was impossible to keep the cost of Starwing to under £40. Double doh!

(JAZ note: at this point, it must be noted that we were so bored of these questions, we couldn't be bothered to answer the other 75 he had asked. Consider yourself lucky we bothered with these, Chris...)

Chris Brown, St Albans

JAZ:1. No. 2. Yes. 3. It's on import now, but the official date has yet to be set. 4. Probably, no, yes, no, yes, yes, no, no. 5. It's too early to draw conclusions. 6. A mixture of Rad, Steve, Andy, DR and Quinch. 7. No. 8. Ooh lots. Those cart cases last for years, you know. 9. No. 10. Don't be such a prat, Chris's brother - one in the family is bad enough. 11. Yep. 12. What do you think? 13. After he's had his tea. 14. No. 15. What am I psychic? 16. Well, he could have you in a fight. And he smells better. 17. If we do, then there won't be any more 'Marlon caps. Think about it. 18. He could have you in a fight, too, so be careful. 19. Yeah, and? 20. Well, he was a little singed in places, but apart from that he seems quite healthy. 21. Gary. 22. A tie between me and Paul. 23. It's a secret, dummy. 24. Just as Donkey Kong's name got messed up during translation, so Jemima Blanka became Jimmy. 25. Yes, it costs £10 to put the cart together, but coding it costs a lot more. Triple doh. Sorry about ignoring the other 75 questions, but they were as boring as hell. That's life for you, though...

BARBARA CARTLAND

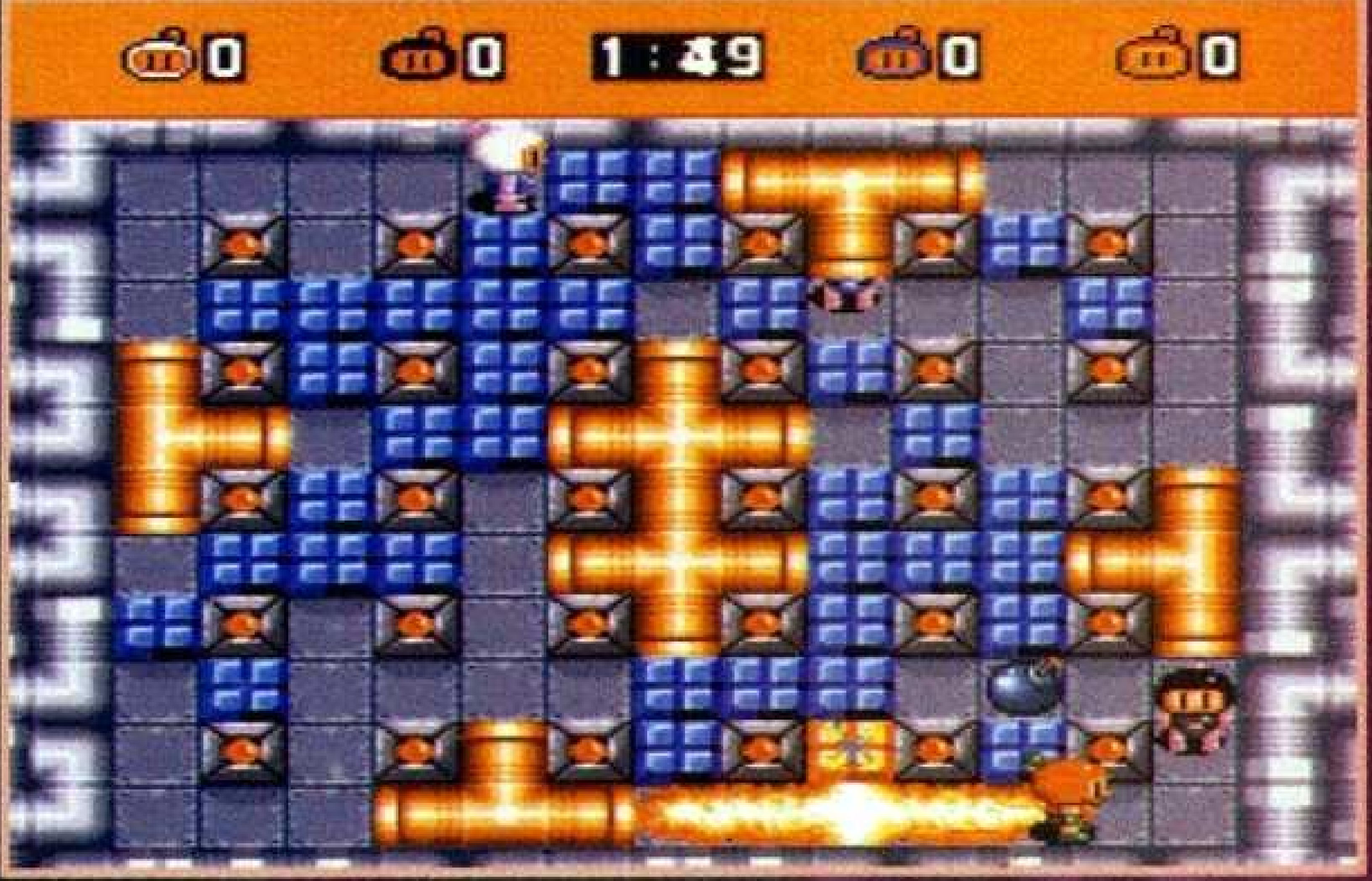
Dear Jazzaman

Could you please answer these questions for me:

1. My brother thinks Super Probotector is sad, please put him right.
2. He also thinks Rival Turf is better than Final Fight, please correct him on this, too.
3. When is Final Fight 2 out?
4. When is Super Bomberman out?
5. When is Game Boy Zelda going to be released?
6. I've heard tjhat there are two Zelda games coming out for the CD unit, is this true?
7. Is it true there is a cart coming out with four Mario games on it?
8. Is Super Star Wars better than Magical Quest?

Christopher Laszcz, Leicestershire

JAZ:1 and 2. You sad git, get a life. 3. Now. 4. Now. 5. No date as of yet. 6. Oh yes, and what reliable source told you this then. A mate of a mate? Since there are no firm details on the CD yet, Nintendo are hardly going to confirm details are they? Next time someone says something like that to you, please take it with a pinch of salt. 7. Yes, see this issue for more details. 8. Yes.



▲ Parp! 'Scuse I, chief. Blimey, hummus kebabs, eh!

QUEEN MUM

Dear Jaz

Please answer these questions:

1. Are Argonaut working on any more SFX games?
2. Which is the better: Tuff E Nuff or Brawl Brothers?
3. Why did they change Starfox's name to Starwing?
4. When is Alien 3 out?
5. How do you use Chun-Li-s fireball on the SF2 Turbo coin-op?

Edward Reed, High Wycombe

JAZ:Yes, several. 2. Tuff E Nuff - see our reviews a few months back. 3. It's a long story... 4. August - probably by the time you read this. 5. Pull the stick through a U-shape and press the punch button.

IRENE HANDL

Yo Jaz

Please answer these six questions for me:

1. When WWF Royal Rumble comes out, what characters will be in it? Also, when is it out and how much will it cost?
2. What is the best racing game for the Super NES?
3. When is Robocop Vs Terminator coming out, and how much will it cost?
4. Is Alien 3 on the Super NES better than the Megadrive version?
5. Is Addams Family better than Tiny Toons?

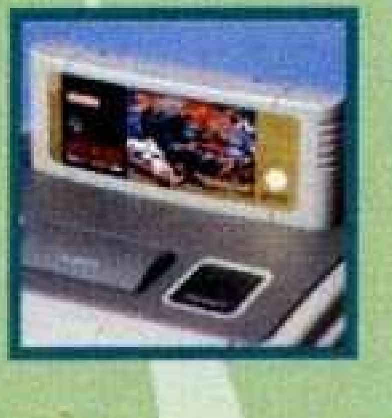
A Britt, Norwich

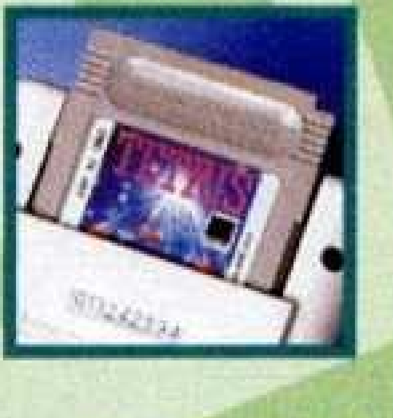
JAZ:1. See our review in the last issue. 2. Mario Kart. 3. It's out in September, probably for forty-five quid. 4. Yep. 5. No.

'TIL WE MEET AGAIN...

Well, that's this month's batch of Colour Game Boy and Super CD questions ignored! If you have any queries regarding the Nintendo scene, send them into Jaz at: HMMM, I WONDER WHAT SUMMER RECORD WILL GET TO NUMBER ONE THIS YEAR? Q&A, NMS, 30-32 FARRINGDON LANE, LONDON, EC1 3AU.

GAME INDEX





Well, here it is again - the part of the magazine that nobody reads due to the extensive text-based nature of the piece. But, hey, you should look on it as a sort of 'definitive reference manual'. Alternatively, cut it up into small squares and leave it in the bog...

SUPER NES

ADDAMS FAMILY
SEAL OF QUALITY
Glossy platform game which is great fun to play.
OVERALL:90%

ADDAMS FAMILY 2 - PUGSLEY'S SCAVENGER HUNT
Highly-polished presentation and solid, if unoriginal, gameplay.
OVERALL:89%

ALIEN 3
SEAL OF QUALITY
Doesn't bear much resemblance to film, but one of the best tie-ins to date.
OVERALL:94%

AMAZING TENNIS
SEAL OF QUALITY
Takes a bit of getting into, but worthwhile once mastered.
OVERALL:91%

BIO METAL
Ever get the feeling you've seen something before? That's Bio Metal for you.
OVERALL:83%

BLAZING SKIES
Great graphics, shame about the shallow and frustrating gameplay.
OVERALL:49%

BLUES BROTHERS
Badly programmed platform charade. Avoid like the wind, noble readers.
OVERALL:47%

B.O.B
Dull and tired platformer. A disappointment from EA.
OVERALL:78%

BRAWL BROTHERS
Better-than-average Final Fight clone, worth a look if you can't wait for Final Fight 2.
OVERALL:84%

CALIFORNIA GAMES 2
Totally sacrilegious, destroys the reputation of the Cally Games phenomena, er dude!
OVERALL:20%

CHESTER CHEETAH - TOO COOL TO FOOL
Insipid pile of old trousers in platform guise.
OVERALL:69%

CHUCK ROCK
Amusing and action-packed platform puzzler.
OVERALL:89%

COMBATRIBES
Badly executed and very boring indeed to play.
OVERALL:46%

CONTRA SPIRITS
SEAL OF QUALITY
Incredible Super NES classic. An essential purchase.
OVERALL:95%

CYBERNATOR
SEAL OF QUALITY
Almost as good as Contra, and also a top priority buy.
OVERALL:93%

DESERT STRIKE
Novel twist to the shoot 'em up genre and highly enjoyable, if rock hard.
OVERALL:83%

EXHAUST HEAT
SEAL OF QUALITY
In-depth racing sim of doom. Less faffing than in the sequel.
OVERALL:92%

EXHAUST HEAT 2
SEAL OF QUALITY
Technically accomplished and groovy follow up to the original.
OVERALL:92%

FAMILY DOG
Put these words in order for apt description: pants, complete.
OVERALL:42%

FINAL FIGHT
SEAL OF QUALITY
Top quality beat 'em up which deserves a good home.
OVERALL:92%

FIRST SAMURAI
Tragic Amiga port-across. Avoid at all costs.
OVERALL:62%

FIREPOWER 2000
Well programmed but pretty dull shoot 'em up. Look at Axelay et al first.
OVERALL:79%

FLYING HERO
Average cutesy shoot 'em up. Andy likes it though.
OVERALL:64%

F-ZERO
SEAL OF QUALITY
Flagship triumph of Mode 7. A definite classic.
OVERALL:90%

GODS
Challenging and pretty original, but clumsy controls and total Super NES capabilities bypass.
OVERALL:80%

GUNFORCE
Slowest game ever, and ridiculously easy to boot. One to not buy at any cost.
OVERALL:29%

IREM SKINS GAME
Relaxing golf knockabout. Probably the best Super NES golf game around right now.
OVERALL:76%

JAKI CRUSH
Minor gameplay erraticisms mar this otherwise splendid pinball sim.
OVERALL:86%

JIMMY CONNORS PRO TENNIS TOUR
Fiddly controls and faulty collision put this out of the league of Super Tennis.
OVERALL:79%

KI KI KATAI
SEAL OF QUALITY
Fantastic shoot 'em up which is as tough as tough can be.
OVERALL:90%

LEMMINGS
SEAL OF QUALITY
Fabola puzzle game for people with lots of patience.
OVERALL:92%

LOST VIKINGS
Takes a bit of getting into, but this puzzle/platformer is really quite good.
OVERALL:80%

MARIO PAINT
The novelty soon wears off, and all aspects are too limited to really make this worth the cash.
OVERALL:65%

THE MAGICAL QUEST STARRING MICKEY MOUSE
Brilliantly presented and good fun for a while, but it's hopelessly easy. Bah.
OVERALL:79%

MECHWARRIOR
Not much variety, but this is a tough giant robot battle simulation which is great fun.
OVERALL:81%

MONOPOLY
Do you like playing Monopoly on your own? Then buy this. Otherwise, steer clear.
OVERALL:56%

NIGEL MANSELL F1 CHALLENGE
Fast racer, but a little dull at times.
OVERALL:87%

ON THE BALL
A fast and furious arcadey puzzle game spoilt by its complete easiness.
OVERALL:82%

PAPERBOY II
Wobbly controls, abysmal graphics and almost no gameplay. What a waste.
OVERALL:41%

PILOTWINGS
SEAL OF QUALITY
The novelty doesn't last long, but underneath Pilotwings is complex and highly enjoyable.
OVERALL:90%

POP'N'TWINBEE
Not as good as Parodius.
OVERALL:86%

POWERMONGER
A good conversion of the Amiga original - and mouse compatible.
OVERALL:79%

PUSHOVER
The puzzles aren't too taxing at first and the game doesn't seem very polished, but this is still quite good fun.
OVERALL:78%

Q*BERT III
Odd controls and lovely backgrounds but loses its appeal after a couple of days.
OVERALL:70%

RANMA 1/2 II
Excellent two player beat 'em up not even worth a glance in one-player mode.
OVERALL:79%

RIVAL TURF
A poor man's Final Fight. Not enough action, variety or playability.
OVERALL:48%

SIM CITY
SEAL OF QUALITY
In depth city-building strategy classic. Absolute must for all budding town planners.
OVERALL:93%

STARWING
SEAL OF QUALITY
Skrikes! Incredible shoot 'em up. Every home should have one.
OVERALL:96%

STREETFIGHTER 2
SEAL OF QUALITY
Most famous game ever. A splendid conversion which everyone should have by now.
OVERALL:96%

SUPER ADVENTURE ISLAND
Wonderboy hits the Super NES. Good fun but too easy.
OVERALL:78%

SUPER CASTLEVANIA
SEAL OF QUALITY
One of the best platform beat 'em ups on the Super NES. A definite must-have.
OVERALL:91%

SUPER GHOULS 'N' GHOSTS
SEAL OF QUALITY
Ultra-hard platform adventure revelling in its own brilliance.
OVERALL:94%

SUPER GOAL
Limited selection of moves and superhuman keepers put the nails in the coffin of this one.
OVERALL:60%

SUPER JAMES POND
Poor collision detection and horrendous slow down spoil what would otherwise be a fantabulous game.
OVERALL:78%

SUPER KICK OFF
Nowhere near as good as it should have been. Wait for Striker instead.
OVERALL:73%

SUPER MARIO BROTHERS IV
SEAL OF QUALITY
Graphics look a bit dated now, but the game is still as amazing as ever. One of the best video games of all time.
OVERALL:98%
SUPER MARIO KART
SEAL OF QUALITY
Superb, and challenging, comedy race game featuring Mario and pals.
OVERALL:92%

SUPER NBA BASKETBALL
SEAL OF QUALITY
Very dead good and deep basketball sim recommended to fans and non-fans alike.
OVERALL:92%

SUPER R-TYPE
Bad case of the slowdown and low difficulty level makes this look very dated indeed.
OVERALL:76%

SUPER SLAM DUNK
Clever Mode 7 basketball game. A bit fiddly but highly enjoyable nonetheless.
OVERALL:88%

SUPER SMASH TV
SEAL OF QUALITY
Spiffing conversion of the gory arcade hit makes its Super NES debut. Good as a one-player game, but unbeatable for two-players. Parents hate it!
OVERALL:92%

SUPER SOCCER
Technically outstanding but awkward to play and limited soccer game.
OVERALL:79%

SUPER STAR WARS
SEAL OF QUALITY
Superlative platform game which packs a big challenge with fantastic music too.
OVERALL:94%

SUPER STRIKE EAGLE
Impressive use of Mode 7, but rubbish.
OVERALL:78%

SUPER TENNIS
SEAL OF QUALITY
Loads of moves, spot-on speed and a lengthy challenge make this the best tennis game ever.
OVERALL:94%

SUPER TETRIS 2
SEAL OF QUALITY
It's Tetris, and, as a result, it's really good. Bonus game BomBliss is likewise smart.
OVERALL:93%

SYVALION
Original and responsive but repetitive and ultimately exceedingly dull.
OVERALL:41%

TAZMANIA
A chocolate eclair game: good to look at, but unsatisfying.
OVERALL:78%

TINY TOON ADVENTURES
SEAL OF QUALITY
Ultra-cute and staggeringly varied platform game which is destined for classic status.
OVERALL:93%

TOM & JERRY
THQ have done it again! Yes, once more, that notorious software house has turned in yet another contemptible effort. Tom and Jerry is a platform game and it is very bad indeed.
OVERALL:37%

TUFF E NUFF
Only four characters and no real scope for tactical play, but there's loads of moves and it's faster than Streetfighter 2.
OVERALL:89%

UN SQUADRON
SEAL OF QUALITY
Very very hard and certainly impressive. Another Capcom shoot 'em up winner.
OVERALL:94%

WAYNE'S WORLD
Dire. Atrocious. Crap.
OVERALL:17%

WING COMMANDER
Over-presented and under-gameplayed, Wing Commander is a rather boring flight sim.
OVERALL:62%

WORDTRIS
Not good enough to justify the price tag, but still a taxing and enjoyable puzzle game.
OVERALL:79%

XANDRA'S ADVENTURE
Doesn't look much, but Xandra's Adventure is tough, absorbing and highly playable.
OVERALL:89%

ZELDA III
SEAL OF QUALITY
Huge, sprawling and very difficult RPG. A classic if you've got any patience whatsoever.
OVERALL:95%

NES

ADDAMS FAMILY
Very few new ideas to be found here, but Addams Family is still quite a jolly platform jape.
OVERALL:71%

ADVENTURE ISLAND II
Wonderboy hits the NES. Mildly enjoyable but ultimately unrewarding.
OVERALL:71%

ADVENTURES OF LOLO
Intriguing isometric puzzle game. Very challenging but rather too sedate.
OVERALL:74%
AIRWOLF
Unoriginal and uninspiring, but a pretty solid blast all the same.
OVERALL:75%

BAD DUDES

Too slow, too slow and too badly programmed to be of any interest at all.
OVERALL:39%

BALLOON FIGHT
Great fun at first, especially in two-player mode, but the appeal quickly wanes.
OVERALL:74%

BATMAN
SEAL OF QUALITY
Incredible graphics and sound back up a long, challenging and highly enjoyable title.
OVERALL:92%

BATMAN II: RETURN OF THE JOKER
Looks great, sounds great, reasonably original, and very challenging.
OVERALL:83%

BATMAN RETURNS
Not bad Double Dragon-type beat 'em up which gets better further in, but still isn't earth-shattering.
OVERALL:74%

BATTLE OF OLYMPUS
Solve those puzzles! Play that role! Not as good as Zelda 2!
OVERALL:79%

BATTLETOADS
SEAL OF QUALITY
Long, arduous and taxing beat 'em up/platform game from Rare. Great fun, especially in two-player mode.
OVERALL:91%

BASEBALL
Slow, unresponsive and lacking in all those stats and things baseball fans like.
OVERALL:60%

BAYOU BILLY
Three-in-one type affair here, with a light gun level too. Good fun, but not essential.
OVERALL:79%

BIONIC COMMANDO
One of the hardest NES games ever ever. Good fun, but the difficulty level could put some players off.
OVERALL:81%

BLACK MANTA
Poor graphics disguise a varied and very playable game.
OVERALL:80%

BLADES OF STEEL
Ice Hockey sim with obligatory beat 'em up section. Good fun for single players, but best in 2-up mode.
OVERALL:85%

BLASTER MASTER
SEAL OF QUALITY
Blaster Master might be old, but it's still absolutely incredible. Great graphics, and heaps of variety. Essential purchase.
OVERALL:91%

BLUES BROTHERS
Grotty platform game in which you guide the Brothers around the landscape avoiding things. It's boring, inane and the graphics aren't much cop.
OVERALL:40%

BLUE SHADOW
Excellent platform game with Ninja combat-style overtones. Great graphics and plenty of action make this one that combat fans should look out for.
OVERALL:88%

BOULDERDASH
SEAL OF QUALITY
Fantastic fast-paced puzzle game which really stands the test of time.
OVERALL:90%

A BOY AND HIS BLOB
SEAL OF QUALITY
Imaginative mix of platform and puzzling action which is dead good.
OVERALL:91%

BUBBLE BOBBLE
Superb conversion of the ultra-cute bubble-blowing flick screen platform coin-op.
OVERALL:89%

BUCKY O' HARE
No originality, Bucky isn't a terrible game but offers nothing new.
OVERALL:72%

BUGS BUNNY'S BIRTHDAY BLOW-OUT
An absolute heap of cack.
OVERALL:35%

BURAI FIGHTER
A decent enough blaster with plenty of death and a bit of a challenge.
OVERALL:79%

CALIFORNIA GAMES
SEAL OF QUALITY
Pointless in one-player mode (there's no competitive 1-up option) but great fun
OVERALL:91%

CAPTAIN PLANET
Shoot 'em up/platform type game which, sadly is far too cumbersome to be enjoyable.
OVERALL:56%

CAPTAIN SKYHAWK
SEAL OF QUALITY
Smart isometric shoot 'em up from those lovely chaos at Rare.
OVERALL:90%

CASTLEVANIA
Playable enough platform game superseded by its sequel.
OVERALL:80%

CLU-CLU LAND
Bizarre Pac Man clone. Initially good fun, but severely limited long-term appeal.
OVERALL:62%

COBRA TRIANGLE
SEAL OF QUALITY
Isometrics a-go-go in Rare's boat racing shoot 'em up affair. Loads of levels and it's none too easy.
OVERALL:94%

CRACKOUT
Aaaaaarrrgh! Hideous Breakout clone. Utter pants.
OVERALL:21%

CRASH DUMMIES
A tragic waste of a licence. Pooooo-eee, what a stinker!
OVERALL:47%

DAYS OF THUNDER
Alright, if lacking in variety, graphics but the action in this 3D racer is slow, tedious and chundersome.
OVERALL:39%

DEFENDER OF THE CROWN
Take a time warp in this medioeval strategy game - back to the Land Before Gameplay. Not very good even if you like this sort of thing.
OVERALL:59%

DEFENDERS OF DYNATRON CITY
"Wacky" license, "cacky" game.
OVERALL:36%

DIGGER T ROCK
Action-packed arcade puzzler with decent graphics and oodles of gameplay.
OVERALL:89%

DONKEY KONG
P{oor old Mr Kong is getting on a bit, and the simplicity of this pensionable title really shows it.
OVERALL:45%

DONKEY KONG JUNIOR
Four screens of yawns. There's not enough here to justify purchase.
OVERALL:46%

DOUBLE DRAGON
Not bad conversion of the legendary coin-op. Looking a bit dated, but still not bad.
OVERALL:75%

DOUBLE DRAGON II
A big improvement over the original title, Double Dragon II is heartily recommended to fist fans. And beat 'em up fans, too.
OVERALL:84%

DOUBLE DRAGON III
Loads of options and ideas, but it's too slow and ridiculously frustrating.
OVERALL:65%

DOUBLE DRIBBLE
Slightly confused perspective, but still has enough action to satisfy most basketball fans.
OVERALL:70%

DRAGON'S LAIR
Grinks! Do not even approach this travesty.
OVERALL:21%

DR MARIO
A bit too close to Tetris for comfort, but this is still a fun puzzle game.
OVERALL:88%

DROP ZONE
Feeble graphics but the gameplay is surprisingly fresh for this new conversion of an ancient coin-op.
OVERALL:87%

DUCK HUNT
Testimony to the righteous demise of the Zapper light gun, this is not very good indeed.
OVERALL:57%

DUCK TALES
SEAL OF QUALITY
Another golden oldie platform jape from those chaps at Disney.
OVERALL:90%

ELITE
SEAL OF QUALITY
Accomplished conversion of the classic trade 'em up then shoot 'em up legend.
OVERALL:91%

EXCITEBIKE
Nippy scrolling and courses drenched in laughs make this worthy of inspection.
OVERALL:84%

FELIX THE CAT
Good platform game let down by daft easiness setting. Good one for younger players, though.
OVERALL:71%

FESTER'S QUEST
Tedious scrollaround "adventure".
OVERALL:58%

FAXANADU
Plenty of depth but little action or excitement in this RPG-type affair. Try it if you're affair something different.
OVERALL:79%

FOUR-PLAYER TENNIS
Absolute steaming pile of old pants. Wobbly graphics, terrible sound, no moves, godawful collision detection and almost no response to the controls.
OVERALL:27%

GALAXY 5000
SEAL OF QUALITY
It from Rare! It's an isometric race game! It's dead brill!
OVERALL:91%

GAUNTLET II
SEAL OF QUALITY
Smart maze-cum-shooting extravaganza which is well worth a look.
OVERALL:90%

GHOSTBUSTERS II
A variety of sub-levels make up this game. Sadly, none of them are much cop, and the graphics are trolleys.
OVERALL:57%

GHOSTS 'N' GOBLINS
Dodgy responses, frustrating gameplay and bad graphics.
OVERALL:55%

GOAL!
Terrible, terrible soccer mockery.
OVERALL:33%

GODZILLA
Ghastly scrolling plodalong which suffers dreadful flicker and frustratingly awkward gameplay.
OVERALL:41%

GOLF
Arcadey golfing sim recommended to fans of the sport.
OVERALL:76%

GRADIUS
SEAL OF QUALITY
Offers nothing new, but is spectacularly executed. Priority blasting purchase.
OVERALL:90%

GREMLINS II
Yet another good example of a Nintendo scrollalong shoot 'em up, available at budget price in some stores.
OVERALL:87%

GUMSHOE
This Zapper gun game has excellent graphics and some jaunty tunes backing the action, but the simple action grows dull very quickly.
OVERALL:68%

GUNSMOKE
Not bad conversion of the (very) old Wild West coin-op. It's getting on a bit though, so blasting fans would do well to check out a more recent shoot 'em up.
OVERALL:69%

HIGH SPEED
Great conversion of the Williams pinball table along similar lines to Pinbot. Worth a look if you're a pinball fan. If not, you might find the action a tad repetitive.
OVERALL:82%

HOGAN'S ALLEY
Though this is graphically quite nice, Hogan's Alley's gameplay is very limited and most of the game's options seem to be exhausted after a few sessions' play.
OVERALL:60%

HOOK
Unoriginal platform game which sports nice graphics but is sadly let down by lack of action and large areas in which there's very little to do.
OVERALL:62%

THE HUNT FOR RED OCTOBER
Bad graphics, terrible sound, but quite good gameplay in this shoot 'em up.
OVERALL:64%

HYPER SOCCER
A reasonable football game, which still fails to generate much in the way of soccer excitement.
OVERALL:62%

ICE CLIMBER
Guide your Eskimo through the platform levels of this tedious old piece of parp.
OVERALL:58%

IKARI WARRIORS
Poor responsiveness and frustrating gameplay put the nails in the coffin of this vertical blaster.
OVERALL:48%

IRONSWORD
Very tough indeed, but this follow-up to Wizards and Warriors is also very average.
OVERALL:77%

ISOLATED WARRIOR
Fab isometric blaster somewhat spoilt by a low difficulty level.
OVERALL:80%

KICK OFF
Poor ball logic and awkward controls ruin this potentially-great soccer game.
OVERALL:36%

KABUKI
SEAL OF QUALITY
One of the best, ad certainly most original platform beat 'em ups on the NES.
OVERALL:90%

KID ICARUS
Not bad, but pales in comparison to more recent platform games.
OVERALL:68%

KIRBY'S ADVENTURE
SEAL OF QUALITY
We love Kirby, and it's easy to see why. A classic NES platformer - and more!
OVERALL:93%

JACKIE CHAN'S ACTION KUNG-FU
SEAL OF QUALITY
Superb platform game with great graphics and loads of challenge.
OVERALL:93%

JACK NICKLAUS GOLF
Slow, jerky and bug-ridden golf sim.
OVERALL:48%

KICKLE CUBICLE
Kickle Cubicle would be an excellent puzzle cum action game, but it's just too easy to complete.
OVERALL:72%

KUNG-FU
Doesn't look much, but the tough, challenging gameplay at knockdown price is quite a laugh. Worth a look for beat 'em fans.
OVERALL:72%

LIFE FORCE
SEAL OF QUALITY
Top notch two-player horizontally scrolling shoot 'em up with smart graphics.
OVERALL:92%

LEGEND OF ZELDA
Expensive RPG, but certainly worth a look for fans of the genre (© Cringworthy Cliches Inc.).
OVERALL:86%

LEMMINGS
Good enough puzzler spoilt slightly by overly indistinct graphics.
OVERALL:85%

LITTLE NEMO
Jolly platform game which is just too darned hard for its own good.
OVERALL:79%

LOW-G MAN
Horrible graphics but excellent and innovative gameplay make this quite a jape.
OVERALL:84%

LUNAR POOL
Fun for pool fans, but a waste of time for the non-initiated.
OVERALL:75%

MACH RIDER
Laughable graphics and dull gameplay adorn this poor Roadblasters clone.
OVERALL:36%

MANIAC MANSION
Fantastic (and hilarious) icon-driven RPG. Essential providing you can afford the hefty price tag.
OVERALL:89%

MARBLE MADNESS
Not many levels, but this arcade conversion is still great fun.
OVERALL:85%

MARIO BROTHERS
Not of the Super variety, this is a single screen puzzle/platformer which is quite good, especially in two-player mode.
OVERALL:83%

MEGAMAN
SEAL OF QUALITY
First in the long-toothed platform series. Dead good, but very hard.
OVERALL:92%

MEGAMAN II
SEAL OF QUALITY
Incredibly impressive and good fun, but totally ultra-rock-doom-hard.
OVERALL:93%

METAL GEAR
Samey backgrounds make this maze/shoot 'em up title confusing and dull.
OVERALL:52%

METROID
Graphically impressive with loads of original features and taxing gameplay.
OVERALL:80%

MIKE TYSON'S PUNCH-OUT!!!
SEAL OF QUALITY
Loads of moves, opponents and challenge, this is one of those classic NES games everyone should have.
OVERALL:94%

MISSION: IMPOSSIBLE
Smart RPG/adventure overtones lift this overhead-view blaster above the norm.
OVERALL:86%

NEW ZEALAND STORY
Perfect conversion of the arcade machine, marred by being far too easy.
OVERALL:79%

NINTENDO WORLD CUP
Terrible, terrible four-player soccer game not even one player should have to suffer.
OVERALL:33%

PAPERBOY
Retarded graphics, grotesque sounds and awkward, frustrating gameplay are the norm for this title.
OVERALL:30%

PINBALL
Very old, and also very superseded by the excellent Pinbot.
OVERALL:45%

PINBOT
Excellent graphics, unbelievable sound, and brilliant playability, this is one fabbo game!
OVERALL:89%

POPEYE
Simplistic and limited, Popeye carries little lasting appeal, even for younger players.
OVERALL:67%

POWERBLADE
No marks for originality, but the enjoyable and challenging gameplay make this platform shoot 'em up worth a look.
OVERALL:88%

PRINCE OF PERSIA
Controls are awkward at first, but persevere and you'll find a challenging and rewarding platform game.
OVERALL:87%

PROBOTECTOR
A fast and furious blast converted from the old Gryzor coin-op. Recommended to violence fans.
OVERALL:81%

PRO WRESTLING
Pathetic sprites, slow moving gameplay and no fun value whatsoever. Check out Tecmo Wrestling instead.
OVERALL:45%

RAD RACER
An old OutRun-style racer, but still matches up to the competition. A top game.
OVERALL:80%

RAD GRAVITY
Rad Gravity is a cool platform game, with nice blasting elements added in for good measure. Recommended for platform fans after a challenge.
OVERALL:82%

RAINBOW ISLANDS
This is a good conversion of the Taito coin-op, ruined by slow gameplay and poor response.
OVERALL:67%

RC PRO-AM
Quite a nice isometric racer, this, but overshadowed by the sequel.
OVERALL:85%

RC PRO-AM 2
Brilliant game for up to four players, although there is a better game of this type on the market.
OVERALL:87%

RESCUE
Terrible collection of dull sub-games in this terrorist-siege-breaking game.
OVERALL:41%

RESCUE RANGERS
With one or simultaneous two-player options, Rescue Rangers is fast, smooth, cute and playable. A very good game that should appeal to platform fans.
OVERALL:88%

ROAD BLASTERS
Far too easy - any competent player should get through it in no time. Once completed, Road Blasters doesn't have much to attract you back for more.
OVERALL:48%

ROAD FIGHTER
Absolute trousers.
OVERALL:9%

ROBOCOP
Sluggish controls and very repetitive gameplay don't makes things much fun in this grotty platform game.
OVERALL:60%

ROBOCOP 2
Slick, but ultimately frustrating platform game which features plenty of challenge but nothing new or exciting in terms of gameplay features.
OVERALL:76%

ROLLERGAMES
Fairly jolly, but rather repetitive future sports simulation which could do with better visuals.
OVERALL:76%

ROBO WARRIOR
An original, but limited, slow and dull game in which you bomb your way through a series of baddie-packed screens.
OVERALL:51%

RODLAND
Simple and entertaining game for Bubble Bobble fans.
OVERALL:79%

RUSH 'N' ATTACK
Otherwise known as Green Beret, this is a fairly simplistic but very compulsive beat 'em up packed with senseless violence.
OVERALL:83%

RYGAR
The gameplay in this beat 'em up is fairly interesting but on the whole, Rygar is probably only worth buying if you remember enjoying the coin-op.
OVERALL:70%

SECTION Z
This game is severely lacking in excitement as it's so repetitive and the weapons are completely weedy. Save your money and your sanity.
OVERALL:46%

720 DEGREES
This is a very decent conversion of the old Atari skateboarding coin-op which sports plenty of challenge and variety. A must for fans of the coin-op and skateboarders in general.
OVERALL:84%

SHADOWGATE
Shadowgate is an icon-driven adventure game crammed with frustrating puzzles and thousands of unfair sudden death scenarios.
OVERALL:26%

SHADOW WARRIOR
This a great slash 'em up that's well-presented with groovy graphics and sound. Challenging and superb fun and well worth your pounds sterling.
OVERALL:89%

SILENT SERVICE
An addictive and involving submarine sim for strategically-minded NES owners.
OVERALL:87%

SIMON'S QUEST
There's not a lot of variety, but hardened arcade adventure fans should find the gloomy atmosphere is most engrossing.
OVERALL:85%

SIMPSONS: BART VS THE SPACE MUTANTS
It might not exactly be action packed, but there's enough to this paltformer to make it worthwhile to even not Simpsonsites.
OVERALL:88%

SKATE OR DIE
Skate or Die is a fun game with great graphics and is highly recommended to board thrashers.
OVERALL:82%

SMASH TV
SEAL OF QUALITY
A complete, full and really excellent conversion of the ultra-violent coin-op. Death fans should rush out and purloin this immediately.
OVERALL:90%

SNAKE, RATTLE 'N' ROLL
SEAL OF QUALITY
The excellent graphics add atmosphere to the proceedings and the tough gameplay means there's weeks of play, at least, to this game.
OVERALL:94%

SNAKE'S REVENGE
Snake's Revenge is extremely difficult to play, slow, unrewarding and tedious.
OVERALL:49%

SOCCER
Even though this is positively ancient, it's still miles better than all the newer Nintendo football games.
OVERALL:83%

SOLAR JETMAN
SEAL OF QUALITY
Tough, addictive and great fun, Solar Jetman is a space shooting and collecting game no NES owner should be without.
OVERALL:95%

SOLOMON'S KEY
This is an excellent conversion of the Data East coin-op, which is one of the best arcade puzzle games out. One for brain fans and no mistake.
OVERALL:83%

SOLSTICE
With its excellent forced perspective graphics, amazing sound and involving gameplay, Solstice is an essential purchase.
OVERALL:89%

SPIDER MAN AND THE RETURN OF THE SINISTER SIX
A not-bad game which is made somewhat redundant by the wealth of other games of this ilk. Still, Spiderman fans might like it.
OVERALL:70%

SPY VS SPY
Based on the MAD magazine comic strips, Spy Vs. Spy is one of the finest two-player games ever, just because of the vast potential for playing super-sneaky tricks on your opponent.
OVERALL:84%

STEALTH ATF
A promising-sounding but ultimately dull aerial combat game in which you guide the fighter of the title against the marauding enemy hordes.
OVERALL:54%

SUPER MARIO BROTHERS
SEAL OF QUALITY
This is the first in the Super Mario series and was originally given away with the NES machine, and it's great. Fast moving, challenging and great fun.
OVERALL:95%

SUPER MARIO BROTHERS II
SEAL OF QUALITY
Although superseded by the third Mario game, this is still a top quality purchase for platform fans.
OVERALL:96%

SUPER MARIO BROTHERS III
SEAL OF QUALITY
The game map is absolutely huge, and there's loads of sub-games and other treats to add a bit of variety. Definitely the best NES game around, and one which absolutely no NES owner should be without, really honestly this time.
OVERALL:98%

SUPER OFF-ROAD
Yet another four-player isometric race game from Rare. However, although this is okay with more than one player the repetitive nature will put single players off.
OVERALL:81%

SUPER SPIKE VOLLEYBALL
With its Four Score compatibility allowing up to four players to take part, Super Spike Volleyball is a great game that should appeal to most sports fans.
OVERALL:83%

STAR WARS
SEAL OF QUALITY
Possibly the hardest game available for the NES, but it's not offputting because it's just so darned enjoyable. Exciting and varied, Star Wars is an NES classic.
OVERALL:95%

SWORDS AND SERPENTS
Short on action, but long on depth, this is one that adventure and role-playing fans will go bonkers over.
OVERALL:81%

TEENAGE MUTANT HERO TURTLES
Turtles is a fun game that provides plenty of beat 'em up action, and a hint of exploration which taxes your brain too. Worth checking out.
OVERALL:86%

TEENAGE MUTANT NINJA TURTLES: THE ARCADE GAME
Turtles II is a very close coin-op conversion, but when it comes down to it, there isn't much in the game and the repetitive action soon grows stale.
OVERALL:64%

TENNIS
Nintendo Tennis is quite playable. It's also the only Tennis game available on the NES anyway, so it's this or nothing.
OVERALL:75%

TEN-YARD FIGHT
Ten Yard Fight is a simple, but fun arcade game and is worth looking at if you're new to American football and want to learn more about the sport.
OVERALL:76%

TERMINATOR II
Five limited levels, most of which are set around a tedious platform environment. Dull and very unoriginal. For die-hard movie fans only.
OVERALL:72%

TETRIS
SEAL OF QUALITY
The control system is easy to handle, the competitive two-player option has been included and the music is pretty good too. Another belongs-in-every-collection games.
OVERALL:91%

TIGER HELI
This is a fairly straightforward up-the-screen blast in which the player pilots a heavily-armed combat chopper. Not the greatest of shoot 'em ups.
OVERALL:65%

TINY TOONS
The graphics and sound in this platformer are great, and the gameplay fun enough to keep you at it for yonks.
OVERALL:86%

TIME LORD
This game has a great idea, but the overall execution is a tad lacking and the game itself lacks the kind of excitement we'd like to see.
OVERALL:60%

TOM AND JERRY
It's a shame to see Tom and Jerry starring in an unoriginal platform game. Yes, it's fun. But there are loads of better games of this sort already available.
OVERALL:78%

TOP GUN
A pretty good simulator which requires a fair bit of skill.
OVERALL:79%

TOP GUN II
Top Gun II is not recommended because the graphics are extremely awful and the gameplay is very dull indeed.
OVERALL:51%

TOTALLY RAD
Promising sounding platform game sadly let down in its execution. It's just not fun enough to lift it out of the veritable sea of platform games available on the NES.
OVERALL:74%

TO THE EARTH
Very nice graphics and plenty of other neat presentation features set this apart from the other light gun games, so if you've got a Zapper, check it out.
OVERALL:80%

TURBO RACING
It's nice to see a nice fast action-filled effort like Turbo Racing. Graphics are a bit rough, this is more than made up for by the exciting gameplay. Check it out.
OVERALL:80%

TRACK AND FIELD II
With multi-player action and plenty of tough and challenging button-bashing gameplay, this is a sports simulation no Nintendo owner should miss.
OVERALL:89%

TROG
Trog is a PacMan-style coin-op with nice graphics, but no amount of presentation can disguise the simplistic gameplay.
OVERALL:70%

TROJAN
This is quite a decent beat 'em up, but though the graphics are fine, the gameplay is a bit dull. Still above average though.
OVERALL:72%

URBAN CHAMPION
A dull and particularly unoriginal beat 'em up, go for Double Dragon II instead.
OVERALL:54%

WILD GUNMAN
Wild Gunman is a colourful Zapper title. It's quite good fun, but gets a bit boring after a while.
OVERALL:67%

WIZARDS AND WARRIORS
A smart-looking but pretty monotonous fantasy platform title which doesn't match up to most of the competition.
OVERALL:72%

WORLD WRESTLING
World Wrestling from Tecmo has great graphics, loads of options and corking gameplay. It's dead good.
OVERALL:84%

WRECKING CREW
A platform hammer 'em up with loads of screens and plenty of challenge.
OVERALL:81%

WWF SUPERSTARS OF WRESTLING
This version of WWF is good fun for a while, but it's a tad easy and only the two-player option really gives you great value for money.
OVERALL:80%

XEVIOUS
The smart graphics of the coin-op are lost, so all you're left with is a passable, but hardly exciting up-the-screen blast.
OVERALL:65%

ZELDA II: ADVENTURE OF LINK
SEAL OF QUALITY
Even non-RPG fans will flip at this superb title, and although the price tag is somewhat hefty Adventure of Link is easily worth a go.
OVERALL:94%

GAME BOY

ALFRED CHICKEN
SEAL OF QUALITY
Twelve large levels packed with secret rooms and bonus stages for Alfred's probing pecker. As brilliant as it is daft.
OVERALL:91%

ALIEN III
SEAL OF QUALITY
Excellent shooter, with exploration and puzzle elements sidling in to join the fun. Highly recommended.
OVERALL:90%

ALLEYWAY
A sad version of the ancient game, Breakout. Enough said.
OVERALL:27%

BALLOON KID
Become a balloon's best friend in this rather weird floating collect 'em up. Strange, dull, repetitive and, er, balloony.
OVERALL:51%

BART SIMPSON'S ESCAPE FROM CAMP DEADLY
Help Barty escape in this multi-level platform game. An enjoyable if not overly original title.
OVERALL:85%

BART VS THE JUGGERNAUTS
A sort of Simpsons meets the Gladiators. Not bad, and it gets better as it goes along.
OVERALL:71%

BASEBALL
With its two-player link-up option and addictive gameplay, Baseball is recommended to sports fans on the move.
OVERALL:75%

BATMAN
SEAL OF QUALITY
With small but nicely detailed graphics and excellent sound, this is one of the most addictive Game Boy platformers.
OVERALL:91%

BATTLETOADS
SEAL OF QUALITY
Although the graphics are fiddly, this is a great game which any self-respecting beat 'em up fan should have.
OVERALL:90%

BEST OF THE BEST
Graphics aside, one of the better Game Boy beat 'em ups, but then again that's not saying much.
OVERALL:65%

BIONIC COMMANDO
Rad enjoys a new lease on life in Capcom's revival of the arcade classic. With superb presentation and a cool factor of ten, grab it!
OVERALL:84%

BLADES OF STEEL
Plenty of Ice Hockey style action as two teams compete on a horizontally scrolling rink. The action is fast and addictive.
OVERALL:82%

BLUES BROTHERS
Yet another attempt at the Blues Brothers theme. Avoid. Avoid. Avoid.
OVERALL:53%

BOMB JACK
Hit the road, Jack! This is a tiresome conversion of a hoary old coin-op which is about as explosive as a soggy match.
OVERALL:68%

BOULDERDASH
SEAL OF QUALITY
Puzzles-a-plenty as you try to grab the jewels and dodge the boulders and find your way to the exit without blocking yourself in.
OVERALL:90%

BOXXLE
Highly original puzzle game and recommended to people who like to use their brains rather than their joysticks.
OVERALL:83%

BUBBLE BOBBLE
SEAL OF QUALITY
Burst the bubbles, kill the meanies and move on to the next screen. Er, that's it. Fast, fun and very addictive.
OVERALL:90%

BUBBLE GHOST
Guide a bubble around an environment fraught with danger. A highly original, fun title and well worth a gander.
OVERALL:81%

BURAI FIGHTER DELUXE
Horizontally-scrolling shoot 'em up type story of a mega-powerful robot and his fight against injustice. Hooray!
OVERALL:83%

BURGERTIME DELUXE
Drop burger ingredients into a dish by running over them and squishing the enemy. A good laugh, but repetitive.
OVERALL:78%

CASTLEVANIA
Battle your way through four large scrolling platform landscapes. The gameplay is addictive and fun.
OVERALL:79%

CHASE HQ
The Game Boy just can't cope with the speed necessary to make this game really thrilling.
OVERALL:42%

CHESSMASTER
SEAL OF QUALITY
It's Chess and it's very, very good. Need we say more?
OVERALL:96%

CHOPLIFTER II
SEAL OF QUALITY
Guide a chopper around scrolling landscapes, rescuing hostages and blowing up anything that gets in your way. Highly cool and addictive.
OVERALL:92%

CRASH DUMMIES
The crash Dummies ski, drive and dive their way to destruction but all in the best possible taste. Varied, wild and crazy!
OVERALL:86%

DARKWING DUCK
SEAL OF QUALITY
Capcom's Disney titles are always excellent and this is no exception. In fact it's one of their best! Highly ingenious!
OVERALL:91%

DIG DUG
A miner named Digby literally blows-up Pookas and Fygars with a hand pump. Bizarre, but quite a laugh nonetheless.
OVERALL:84%

DR FRANKEN
SEAL OF QUALITY
Frankie's quest to find the various parts of his girlfriend looks, sounds and plays magnificently, while the password system and gameplay make it a winner.
OVERALL:92%

DROP ZONE
In spite of it's age, hidden beneath the humble,simplistic facade is a superb and thoroughly enjoyable game.
OVERALL:86%

DOUBLE DRAGON
With great graphics and sound, Double Dragon is an excellent mini-replica of the classic arcade game, featuring all the original's thrills and spills.
OVERALL:83%

DOUBLE DRAGON II
Improves on the original with better graphics and gameplay. Some might find it a bit too similar to the first, but beat 'em up fans will love it!
OVERALL:88%

DR MARIO
Nintendo's own Tetris clone makes it to the Game Boy, and it's great. Highly recommended to puzzle fans.
OVERALL:87%

DUCK TALES
This has unmistakable Disney graphical touch and oodles of playability. The problem is that it's not very hard.
OVERALL:78%

DYNA BLASTER
Place strategic bombs in an attempt to clear each screen of baddies before advancing onto the next, harder screen. Simple but very addictive.
OVERALL:88%

F1 RACE
The first four-player Game Boy game - and it even comes with a free four-way adaptor! The game itself is an excellent OutRun-clone, and rather good.
OVERALL:88%

F-15 STRIKE EAGLE
Microprose's aging flight simulator makes the conversion over to the Game Boy quite well - a thinking man's Afterburner.
OVERALL:83%

FERRARI
Slickly-programmed racing game sadly let down by its laughably low difficulty setting.
OVERALL:37%

FOOTBALL INTERNATIONAL
Put simply, this is a hopelessly dull football game. Get Kick Off instead - it's miles better.
OVERALL:41%

FORTRESS OF FEAR
A sort of mediaeval Double Dragon. The graphics and sound are good and the playability is solid enough to keep you coming back.
OVERALL:80%

GARGOYLE'S QUEST
Some pretty good games-playing skills are required to make your way around this game's unfriendly platform environment, but it's all very addictive.
OVERALL:80%

GAUNTLET II
A perfect mini-replica of the classic coin-op that contains all the graphics, speech and playability of the coin-op. There's even a skill two-player mode.
OVERALL:88%

GB KID
Bonking ahoy! GB Kid trounces the life out of his prehistoric foes in his first quality adventure. The only problem is that the game's easy to complete!
OVERALL:79%
GHOSTBUSTERS II
With humorous graphics and some quite decent tunes, Ghostbusters II manages to both entertain and challenge, with six different missions to test you.
OVERALL:81%

GOLF
This is a great golf game that plays a great game of golf. Need we say more?
OVERALL:88%

GREMLINS:II
Once more it's platforms a go-go. Gremlins II is certainly challenging and it has some wonderful graphics and music.
OVERALL:80%

HAMMERING HARRY
SEAL OF QUALITY
Well decent little platform with some spiffy graphics and well-tuned playability. Well worth a look.
OVERALL:90%

HOME ALONE
Home Alone is a sad, dull, boring game with mournful graphics, forlorn sound and awful playability. Apart from that, it's rubbish.
OVERALL:38%

HOOK
Quite entertaining for a while, but there just doesn't seem to be that much to do in each level to sustain the interest.
OVERALL:66%

HUMANS
Although slow to start with, Humans proves a high standard cart let down by the most important factor: playability.
OVERALL:74%

HUNT FOR RED OCTOBER
SEAL OF QUALITY
Brilliant conversion of the Sean Connery movie, with an amazingly good two-player mode where the second player takes control of an entire fleet! Brilliant.
OVERALL:92%

HYPER LODERUNNER
If you enjoy a really tough challenge, this platform game is highly recommended. But beware - it's VERY hard!
OVERALL:71%

JOE & MAC: CAVEMAN NINJA
This game is one of the least inspiring platform arcade games, consequently even a spot-on conversion would fail to impress. And lo, it doesn't.
OVERALL:65%

KID ICARUS
Fairly jolly adaptation of the NES platform game provides the fun, but is now getting rather long in the tooth.
OVERALL:71%

KID DRACULA
NEW
The larger than average character design works well as Kid attempts to learn even more tricks in this platform adventure. It's too easy though. Boo!
OVERALL:77%

KIRBY'S DREAM LAND
SEAL OF QUALITY
A highly original, amazingly playable game from the creator of Mario. If this one doesn't grab you, nothing will! Kirby is a superb character and his game is one of the most imaginative platformers available.
OVERALL:94%

KUNG-FU MASTER
This loose translation of the aging Irem coin-op is very dull indeed with mournful graphics and sound along with tedious gameplay. The last nail in the coffin is the pathetic difficulty level.
OVERALL:17%

KWIRK
This is a puzzle game where your tomato-like hero(!) must shift oddly-shaped blocks into gaping holes to traverse mazes and reach the exit. It's fun!
OVERALL:85%

LEMMINGS
Short and sweet: Lemmings on the Game Boy is a great conversion of a classic game. An enormous laugh.
OVERALL:88%

LETHAL WEAPON
A ropey little fisticuffs fest which doesn't come anywhere near the excitement of the movies. Wide berth required.
OVERALL:65%

LOONY TUNES
SEAL OF QUALITY
The Loony Tunes star in an exciting and varied cartoon collection of shoot em ups and platform-related hilarity. Get this!
OVERALL:90%

MARBLE MADNESS
Guide your marble around a number of increasingly tricky slalom slopes, featuring many pitfalls. Perfectly suited to the Game Boy and long on playability.
OVERALL:87%

MAX
Max owes a lot to Bionic Commando, but still manages to add a few tricks of his own. Plenty of explosive goings on, with a high standard of gameplay elsewhere.
OVERALL:84%

McDONALDLAND
A standard fare, fast food adventure into McDonaldland. Trouble is, there are tastier treats available.
OVERALL:75%

MERCENARY FORCE
Fairly dull action game which fails to supply the necessary ingredients to make it a worthwhile purchase.
OVERALL:62%

METROID II
Big and absorbing arcade adventure/platform game that's well worth checking out if you're into games of this type.
OVERALL:81%

MOTOCROSS MANIACS
Motocross has never been any weirder than in this off-road biking game! It's tricky, but good fun - especially against a computer opponent - and provides plenty of amusement for a while.
OVERALL:76%

MR DO!
Although not entirely faithful to the coin-op, Mr Do! is still a highly playable conversion well worth a look.
OVERALL:86%

NAVY SEALS
This platform shoot 'em up is amazingly super hard, but if you're dead good it's well worth a look.
OVERALL:80%

NEMESIS
A great conversion based on the classic coin-op. It's not simple, and shoot 'em up fans should really get into the action. Go for it!
OVERALL:88%

NINTENDO WORLD CUP
This is a shambolic mockery of a clapped-out Soccer game. Avoid.
OVERALL:31%

OTHELLO
Although it mightn't look or sound it, Othello is an addictive and enjoyable board game which you'll go back to time and time again.
OVERALL:89%

PACMAN
PacMan is as PacMan does, and this is as flawless a conversion of the crumbly arcade game as you will ever find.
OVERALL:80%

PAPERBOY
Ultra-blurry graphics, rubbish bike handling and dodgy collision. A disappointing conversion that will appeal to arcade fans only.
OVERALL:67%

PINBALL
This is so realistic you find yourself tilting your Game Boy around to try and influence where the ball goes!
OVERALL:79%

PRINCE OF PERSIA
SEAL OF QUALITY
This must rank as one of the greatest platform games of all time, and its combination of fiendish puzzles and pinpoint platform action is a winner.
OVERALL:92%

PRINCE VALIANT
An interesting concept but is neither impressive graphically nor in-depth enough to warrant priority purchase.
OVERALL:65%

QUARTH
SEAL OF QUALITY
Looking like a cross between Tetris and Space Invaders, Quarth is an enjoyable and addictive little game which offers plenty of challenge and lasting appeal.
OVERALL:90%

QIX
Similar to Volfied and a jolly little game with plenty of long-lasting appeal.
OVERALL:81%

RACE DRIVIN'
A good conversion of an old coin-op.
OVERALL:78%

RADAR MISSION
Mediocre action game in which you guide your ship against enemy forces. Fun for a bit, but soon gets dull.
OVERALL:64%

RAGING FIGHTER
The closest a Game Boy will get to SF2 - but a weak beat 'em up.
OVERALL:72%

RAMPARTS
A rather insubstantial and disappointing conversion of the popular arcade strategic blast.
OVERALL:58%

RESCUE OF PRINCESS BLOBETTE
The puzzling jelly bean action would be fun, but there's too many wide open spaces where nothing happens. Shame.
OVERALL:68%

REVENGE OF THE 'GATOR
SEAL OF QUALITY
At last there's a great pinball game on the Game Boy, full of ramps, bumpers, multi-balls, bonuses and all the trappings you'd expect.
OVERALL:91%

ROBIN HOOD
An original approach to a film license. The game is packed with puzzles and RPG overtones that add up to a large and interesting game. Definitely worth a look.
OVERALL:88%

ROBOCOP
A good enough version, but the small graphics make things a tad tricky. A shame, because this could have been great.
OVERALL:72%

RODLAND
Tam and Rit take their sticks to the hides of a variety of cutesy platform types in this slightly repetitive Game Boy excursion into Rodland. @OVERALLTEXT:OVERALL:74%

R-TYPE
Use your top flying skills to survive in this pretty tough conversion of the coin-op. The graphics are pretty good and it's highly playable.
OVERALL:82%

SIDE POCKET
Master ballistics professors will love this one, although anyone else's interest may wane pretty quickly.
OVERALL:73%

SKATE OR DIE (TOUR DE THRASH)
Whilst this has a promising title and looks like it might be fun, the implementation is poor. The bonus half-pipe event is quite entertaining but doesn't justify the price tag at all.
OVERALL:63%

SKATE OR DIE II (RAD 'N' BAD)
Super-speedy platform skate game with lots of Montoya skate-style action. If your interest in conventional platform games is waning, try this for size.
OVERALL:81%

SNEAKY SNAKES
Those wicked reptiles who appeared in the brilliant NES game Snake, Rattle 'n' Roll are back again in this superb Game Boy arcade game. An absolute must.
OVERALL:89%

SNOOPY'S MAGIC SHOW
The plodding platform gameplay belies the tricky puzzle action in this thoroughly enjoyable game. It's not particularly tough, but while it lasts it's very addictive.
OVERALL:84%

SOLAR STRIKER
After a couple of goes this blaster soon becomes boring. It's all right, but there are no real surprises to keep you going back to it.
OVERALL:69%

SOLOMON'S KEY
Good adaptation of the coin-op platform/puzzle game. The gameplay is addictive, but sometimes the titchy graphics make it difficult to see what's going on.
OVERALL:85%

SPEEDBALL II
Not so much Speedball as blurred ball, the Game Boy's tiny screen cannot cope with the intensity of this future sport. Boo!
OVERALL:65%

SPIDER-MAN
Spider-Man is a thoroughly enjoyable beat 'em up which has some amazing graphics and plenty of variety. A must for wall-crawlers everywhere.
OVERALL:85%

SPLITZ
Neat puzzler. Well worth a shuftee.
OVERALL:83%

SPY Vs. SPY
Always good for a laugh with two players, but likely to lack the same appeal with one. Worth a look.
OVERALL:82%

STAR WARS
The first of this epic saga, Star Wars on the Game Boy is every bit as good as the NES version. Enjoy the top class platform action as the plot of the film unfolds.
OVERALL:89%

SUPER HUNCHBACK
Jolly platform game starring everyone favourite deformed character. There are loads of secret screens and the action is challenging enough to keep the fans happy.
OVERALL:81%

SUPER KICK OFF
SEAL OF QUALITY
The greatest football game ever is now on the Game Boy and it's as good as could possibly be expected. Buy it.
OVERALL:93%

SUPER MARIO LAND
SEAL OF QUALITY
Although this brilliant game doesn't take long to finish, there are loads of secret things to uncover and the gameplay's so good you just keep on going back to it!
OVERALL:90%

SUPER MARIO LAND II
Effectively Super Mario World for the handheld, this is a stunning game, which is only let down by being too easy. There's loads to see, even more to do, and still represents a worthwhile buy.
OVERALL:87%

SUPER RC PRO-AM
Those Rare guys are at it again - converting one of their fab NES carts to the Game Boy. This time it's of the isometric-view radio controlled car racing game, and it's great.
OVERALL:87%

TEENAGE MUTANT NINJA TURTLES
SEAL OF QUALITY
A decent beat 'em up with plenty of action and some great graphics to drool over. Turtle fans are bound to go bonkers over this.
OVERALL:90%

TEENAGE MUTANT NINJA TURTLES II
Harder than the original, with some sampled speech. Once again, Turtle fans will love this.
OVERALL:85%

TENNIS
One of the best Tennis games available on any system, this is challenging, addictive, and lets you play virtually any shot. Recommended.
OVERALL:86%

TERMINATOR 2
SEAL OF QUALITY
As film licenses go, this is one of the best. Loads of action, great graphics and sound. A fab game.
OVERALL:90%

TETRIS
SEAL OF QUALITY
Free with the UK version of the Game Boy, this puzzle game is absolutely terrific and unbelievably addictive. Still one of the best Game Boy titles yet seen.
OVERALL:95%

TITUS THE FOX
A platform game that stars a leather clad fox who is out to rescue his similarly fashion conscious vixen may sound a bit dull and tedious. It is.
OVERALL:45%

TRACK MEET
Thoroughly enjoyable Track and Field-type sports simulation, which can get samey after a while.
OVERALL:75%

TRAX
Snooze-inducing driving-type game which lacks the pace and excitement to get the adrenalin flowing.
OVERALL:59%

UNIVERSAL SOLDIER
Virtually the same game as Turrican, but still a good old Game Boy blast.
OVERALL:79%

WIZARDS AND WARRIORS
Quite a jolly platform game, but unfortunately games like this are ten-a-penny.
OVERALL:78%

WWF SUPERSTARS
Great graphics and loads of moves but the tournament is far too easy to win. If you have a second player it's a great link-up game.
OVERALL:85%

YOSHI'S COOKIES
NEW
By using Mario to sell this new puzzle game, Nintendo obviously hoped we'd overlook the bland taste of Yoshi's Cookies. Good, but hardly outstanding.
OVERALL:75%

XEN:THE INTERGALACTIC NINJA
Ho hum. Another Game Boy platformer. Zzzzzzz...
OVERALL:73%

NMS HIG

***H**ah, life is good. As I sit here sipping on a chilled can of Castrol GTX. Half of the NMS skivvies are busy trying to put together sentences, whilst the other few are busy trying to fathom the many intricacies of the Super NES joypad. Ah yes, life is good. However, as my knotted hanky slips down by freshly-polished head, I realise I must turn my attentions to taking a look at your pathetic attempts at high scores. Oh well, I've another six-pack in the fridge and a few litres of sump for dessert, so the sooner I crack on the sooner I can relax...*

The Score Monitor (Mk VII)

SUPER NINTENDO SCOPE

BLASTRIS A:
32,500 David Walker, Beddau, Mid Glam.
BLASTRIS B:
22,650 David Walker, Beddau, Mid Glam.
LAZER BLAZER A:
2, 944, 300 David Walker, Beddau, Mid Glam.
LAZER BLAZER B:
2,874,450, Phil Roscoe, Whiston, Merseyside.
LAZER BLAZER C:
2, 285, 300, David Walker, Beddau, Mid Glam.

NES

BART VS THE WORLD
36, 500. Marc Grant, Edinburgh, Scotland.

CALIFORNIA GAMES
(BMX)71,420
(HALF PIPE)14,111
(FOOTBAG)145,470
Scott Mackenzie, Holmes Chapel, Cheshire.

CASTLEVANIA
1,565,000 Robert Deacon, Plymouth, Devon.

CHIP 'N' DALE
2109. Marc Grant, Edinburgh, Scotland.

DOUBLE DRAGON
113,785 Henry Forster, Normanton, W Yorks.

DUCK HUNT
720,000 Mrs Alison Mason, Herne Bay, Kent.

DUCK TALES
$11,650,000 Greg Blair, Dunfermline, Fife, Scotland.

GAUNTLET II
17,380 Jonathan Burnett, Cramlington.

GREMLINS 2
5246 Robert Wood, Seaforth, Liverpool.

HOOK
3,710,300. Marc Grant. Edinburgh Scotland.

HYPER SOCCER
67-0 Sarbjit Singh Gill, Huddersfield, W Yorks.

MARBLE MADNESS
44,320 Carl Smith, Rugby, Warwicks.

MEGA-MAN
11,101,600 Steffen Sletvold, Norway.

NINTENDO WORLD CUP
51-0 Andrew Dinneen, Waterbeach, Cambs.

PROBOTECTOR
1,518,000 Steffen Sletvold, Norway.

SNAKE, RATTLE AND ROLL
207,300 Michael Smith, Newport.
SCORE MONITOR: It makes you wonder whether games can be bad for you, doesn't it?

SUPER MARIO BROS
701200. Derek Montgomery, Ireland.

SUPER MARIO BROS 3
3, 720, 210. Marc Grant, Edinburgh, Scotland.

RATTLE
061400
ROLL
00000

MICHAEL SMITH

GAME BOY

BART ESCAPES FROM CAMP DEADLY
374,712 Danny Offield, Ilfracombe, Devon.

BATTLETOADS
36,270 Bob Pullen, Doncaster, S Yorks.

BURAI FIGHTER
6291 Sarbjit Singh Gill, Huddersfield, W Yorks.

DOUBLE DRAGON II
22,781 Sarbjit Singh Gill, Huddersfield, W Yorks.

CHOPLIFTER 2
7250 Tim Johnson, Reading, Berks.

CONTRA
364,700 Bob Pullen, Doncaster, S Yorks.

KIRBY'S DREAM LAND
464,280 Gavin Richardson, Bishops Stortford, Herts.

ROBERT WESTLE

LOONEY TUNES
15,673 Jonathan Walker, Beddau, Mid Glam.

NAVY SEALS
102,500 James Harding, Sturminster Newton, Dorset.

NINTENDO WORLD CUP
97-0 Sarbjit Singh Gill, Huddersfield, W Yorks.

PITFIGHTER
$1,432,840 Anthony Druce, Henley on Thames.

REVENGE OF THE 'GATOR
1,970,810 Gary Male, Finedon, Northants.

R-TYPE
89,950 Bob Pullen, Doncaster, S Yorks.

SUPER MARIO LAND
520,190 Robert Wilks, Newport, Gwent.
SCORE MONITOR: The 1993 'Lemon Sucking' champ, methinks...

SUPER KICK OFF
10-0 Ian Lea, Wigan, Lancs.

TURRICAN
1,167,350 Robin Andrews, Dalkeith.

TURTLES II
63,190 David Walker, Beddau, Mid Glam.

HISCORES

SUPER NINTENDO

ADDAMS FAMILY
230,910. Mark Mcgowan,Fairhill,Hanilton, Scotland.
1,020,990.Daniel Hancock, worksop, notts

AXELAY
2,243, 970. Mark Fenn, Cheshunt, Herts.
SCORE MONITOR: Crivens! I feel my circuits going into overload!

CONTRA SPIRITS
2,961,540 Rochard Abrahart, Sandiacre, Notts.

DESERT STRIKE
300, 500. David Walker, Beddau, Mid Glam.

FI EXHAUST HEAT
108 Richard Williams, Hesterway, Cheltenham.
131 Mark Neild, Newnham, Cambridge.

FINAL FIGHT
3,483,313 Scott White, Newbury Park, Essex.

F-ZERO
96,800 Simon Davidge, Shirebrook, Mansfield.

GODS
386,818 Ian Rabbetts, Dublin, Eire.

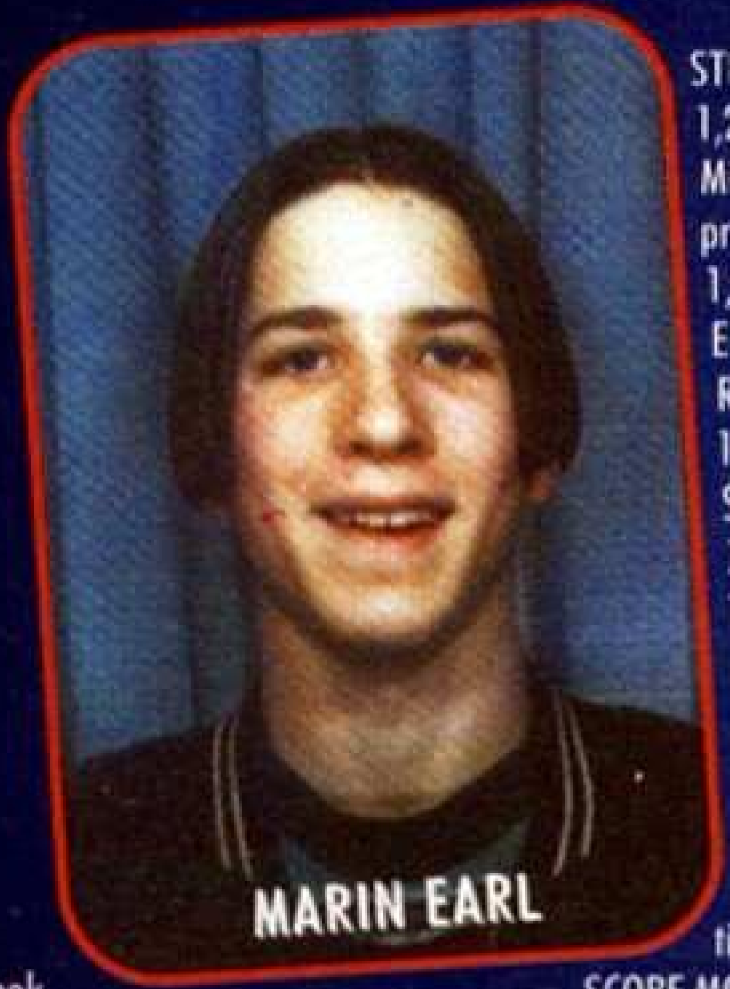
JAMES BOND JUNIOR
3,635,450 Anon.

JOE & MAC - CAVEMAN NINJA
508,000. Robert Westle, Ossett, West Yorks.
SCORE MONITOR:Here we see Robert Westle at work as a magazine rack.

PARODIUS
2,678,700 Nathan Simmonds, Quorn, Leics.

SUPER MARIO KART
Special Cup:
DONUT PLAINS: 3: 1: 42: 95. Best Lap: 0: 19: 59. (LUIGI)
KOOPA BEACH: 1: 10: 26. Best Lap: 0: 13: 78. (BOWSER)
KOOPA BEACH:1: 06: 24. Nick Deacon and Scott Dimmock
GHOST VALLEY: 1: 1:09:86.Best lap: 0:20:65. (LUIGI)
VANILLA LAKE: 2: 1: 18: 81. Best Lap: 0: 13: 83. (KOOPA)
RAINBOW ROAD: 1: 45: 09. Best Lap: 0: 19: 92. (KONG)
SCORE MONITOR:Nick Deacon and Scott Dimmock hide their faces to prevent us from losing our lunch. Pity they couldn't hide that sofa, too...

SPIDERMAN AND X-MEN
5,116,300 'Cad', Brockley, London.


MARIN EARL

STREETFIGHTER II
1,230, 400. Eddie Lau, Hayes, Middlesex. (Level 7 with photo as proof!)
1,175,200. Martin Earl,Wickford,Essex. (Level 7, RYU)
1,147,036.Paul Sykes,Burghfield,Reading. (Level 7)
1,169,700 Jonathan Comerie, Harrow. (Level 7, M. BISON)
1,689,987 Nick Manning, West Dulwich, London (Level 7)
SCORE MONITOR:Paul Sykes demonstrates the dangers of letting your Mum cut your hair.
SCORE MONITOR:Martin Earl, on the other hand, shows what happens if you never wash it.

SUPER ADVENTURE ISLAND
472,600, Jam, Hounslow, Middx.

SUPER ALESTE
6,900, 000 (Hard) David Walker.... Nope! This is just too much! Into Jimmy Chin Corner you go young man (see Jimmy Chin Corner)

SUPER ALESTE
7, 451, 880. Mark Fenn. Cheshunt, Herts.

SUPER GHOULS AND GHOSTS
462,200 (Hard) Peter Amor, Clevedon, Avon.

SUPER MARIO WORLD
9,999,990. Peter Gray, Aughton, Lancashire.

SUPER R-TYPE
4,057,100 Michael Barmby, Wakefield.

SUPER SOCCER
99-9 Phil Roscoe, Whiston, Merseyside.

SUPER SMASH TV
99,999,999 Richard Winship, Southampton.

SUPER TENNIS
750 Sarbjit Singh, Gill, Huddersfield.

UN SQUADRON
2,589,900 Scott White, Newbury park, Essex.

PAUL SYKES

Well, (swig) that's this month's motley assortment of high scorers out of the way. Now for a few sips of Castrol... (swig) an' I'll tell ya 'nother thing, they're all slackers on NMS (swig) it's me what does all the work it is (sip) they're all rubbish and talk about me behind me back (swig) nah, nah, nah, nah, nah... (swig) bless yer, they're all me best mates and I'll fight you all (swig) for a tenner. Come onzzzzzzzz (once again, a tired and emotional Score Monitor retires for the month - he'll be back next issue).

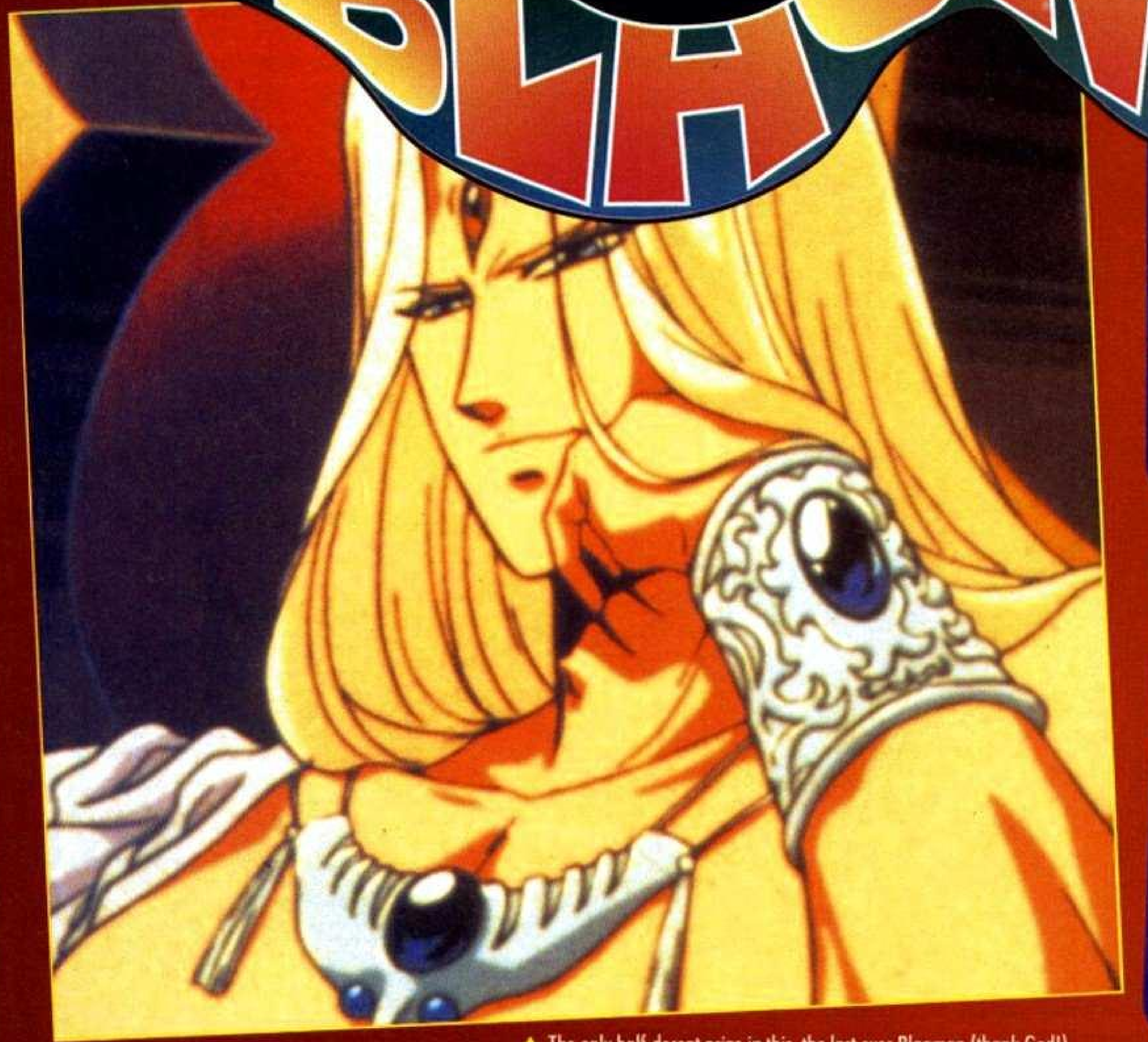
Send Coupons to:
I'M A BIT OF A LOSER BUT IS THIS ENOUGH? HIGH SCORES, NMS, 30-32 FARRINGDON LANE, LONDON EC1R 3AU

NAME: ____________________
ADDRESS: ____________________
____
SYSTEM: ____________________
GAME TITLE: ____________________
SCORE/LEVEL: ____________________
SYSTEM: ____________________
GAME TITLE: ____________________
SCORE/LEVEL: ____________________
SYSTEM: ____________________
GAME TITLE: ____________________
SCORE/LEVEL ____________________
I'M NOT TELLING FIBS,HONEST.

Holy Blag in a basket! Since we left you last month, strange things have been happening in the Blag Cave. It's the return of the dinosaurs! Yes, Jimmy Tarbuck, Stan Boardman, The Rolling Stones, they've all invaded! Ho ho, not really, that's just a bit of Blag Humour. The Blag Cave has actually been stormed by previously-thought-extinct creatures from the Mesozoic Era! Megalosauruseruses are feasting on the Acclaim T-shirts! Peaceful Stegasauri are nibbling the fungus on the still-ungiven-away Star Wars top! Scary Dimetredons aren't really dinosaurs at all! And it's all the fault of that evil Spielberg bloke! See, Blag-Fans, we've got an ear for the latest big things, and when we heard how huge Jurassic Park's going to be, we had to ring up none other than STEVEN SPIELBERG himself to blag plenty of goodies for this issue. Unfortunately, we got the Birmingham Natural History Museum by mistake and the next thing you know there's millions of blimming prehistoric reptiles wandering around the place. Fear not, however, for this did not stop us in our ceaseless blag antics, and you'll quite probably not be able to contain yourself over the hordes of great things we've got lined up this month. To start with, we've got some exclusive Jurassic Park T-shirts, emblazoned with the now legendary (and dead scary looking) Jurassic Park logo. They come in tasteful black, and sizes range from XL all the way to...er, XL. What we mean is, they come in fantastic One Size Fits All, guaranteed to make you look cool, even if you're only three feet tall and the shirt comes down over your shoes.Still in keeping with the films theme, we've got a couple of fandabbydosie Mario film posters with Bob Hoskins and John Doo-dah (or whatever his name is) on them. Plus, still on a roll with films, we've got some more copies of Lensman and Urotsukidoji II - Legend of the Demon Womb. This last one is rated 18, so make sure you put your age on your entry if you want a copy of that. Plus there's the usual assortment of T-shirts from such luminaries as Mindscape, Acclaim, and there's loads of sweatshirts from the Nintendo Hotline (emblazoned with a lovely UK Hotline logo).

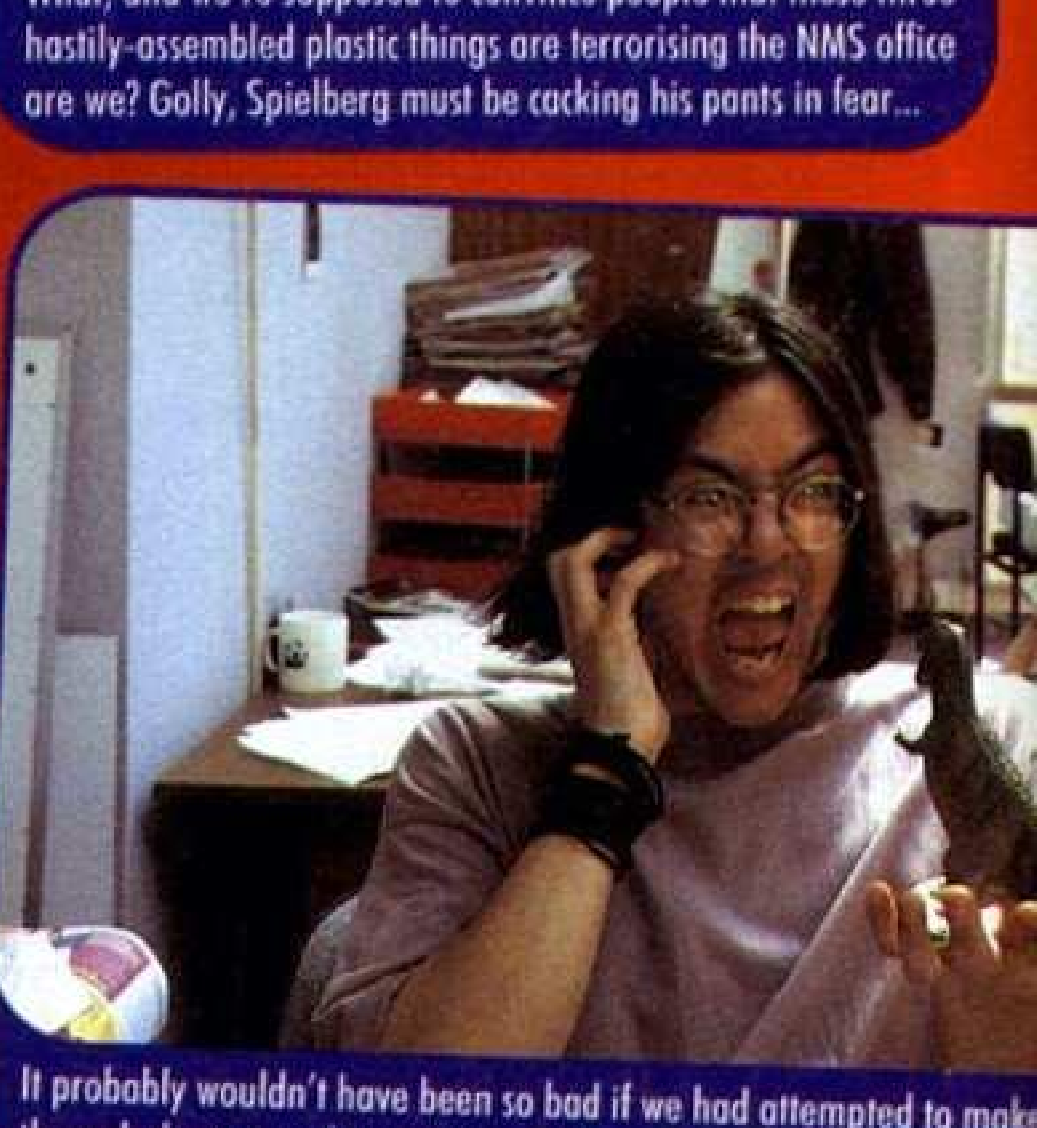
So what do you have to do to win all this great stuff? Well, actually, you won't win all of it, you'll just win some of it, and loads of other people win shares too you see, which is why it helps if you put what prizes you want on your entry. Anyway, if you want to win, all you have to do is answer this question: Why? No, ha ha, that's another Blag Joke, like last moth. The real question is: Why have all the Blagman questions so far been about Rad? Once you've thought of a suitable answer, send it on a postcard to GIVE ME SOME CRAP, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

BLAGMAN



▲ The only half-decent prize in this, the last ever Blagman (thank God!).

What, and we're supposed to convince people that these three hastily-assembled plastic things are terrorising the NMS office are we? Golly, Spielberg must be cacking his pants in fear...



It probably wouldn't have been so bad if we had attempted to make
through clever use of perspective. But, no. Instead, please feel free t
someone menaced by a lump of inert plastic...

Despite looking rather like oh-so-tasty Rolo eggs, a plastic dinosaur totters around having escaped from its caramel-centred confinement...

Incredulous that Blagman had lasted so long in the first place, Steve and Dave adopt their typically boring poses knowing that soon it will all be over...

See this? Well, this is a still taken from Jurassic Park, the film we hopelessly thought we could emulate. As you can see, Rihard Attenborough is busy looking at... ooh, at least $75,000 of special effect there. Whereas we had a somewhat smaller budget...

...That said, who could tell the difference? Stevie Wonder, that's who! Still, as this ridiculous creature sticks to someone's finger at least we are safe in the knowledge that NMS's answer to Viz's equally-unpopular Billy The Fish will be over soon.

aurs look bigger
in your boots as we see

Quiver as the dinosaurs are placed next to Paul's desk. Shiver as you realise that we are using a rather familiar model of a Glyptodon as one of the beasts. Cheer as we keep out of the shot to avoid the embarrassment of being on this page. Laugh as we see that Steve won't even dress up any more...

To end with, here's a picture of Rad with pants on his head. Don't ask us why, but we forced him to have it done outside, so we at least got a laugh.

CYBERNATOR

BY: KONAMI PRICE: £44.95 REVIEWED: FEB - 94% PLAYERS: 1

Konami make it double the fun this month, as Cybernator is finally released on these shores. Controlling a large armour-plated soldier of fortune, several large levels of scrolling and blasting await as yet another alien menace appears to create mayhem within the universe. However, whilst this may indeed sound like every other blaster on the market, Konami manage to raise it above the norm with the addition of incredible sprites, frenetic action and imaginative bosses. Starting as a combination of jetpack and foot-based action, Cybernator eventually opens up as a number of shoot 'em ups in one, and every part of the game is polished and playable. A stunning blast, Cybernator is another Konami corker.

SCORE
34220
L2VULCAN

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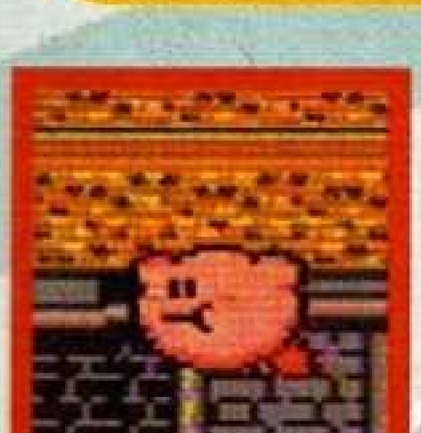
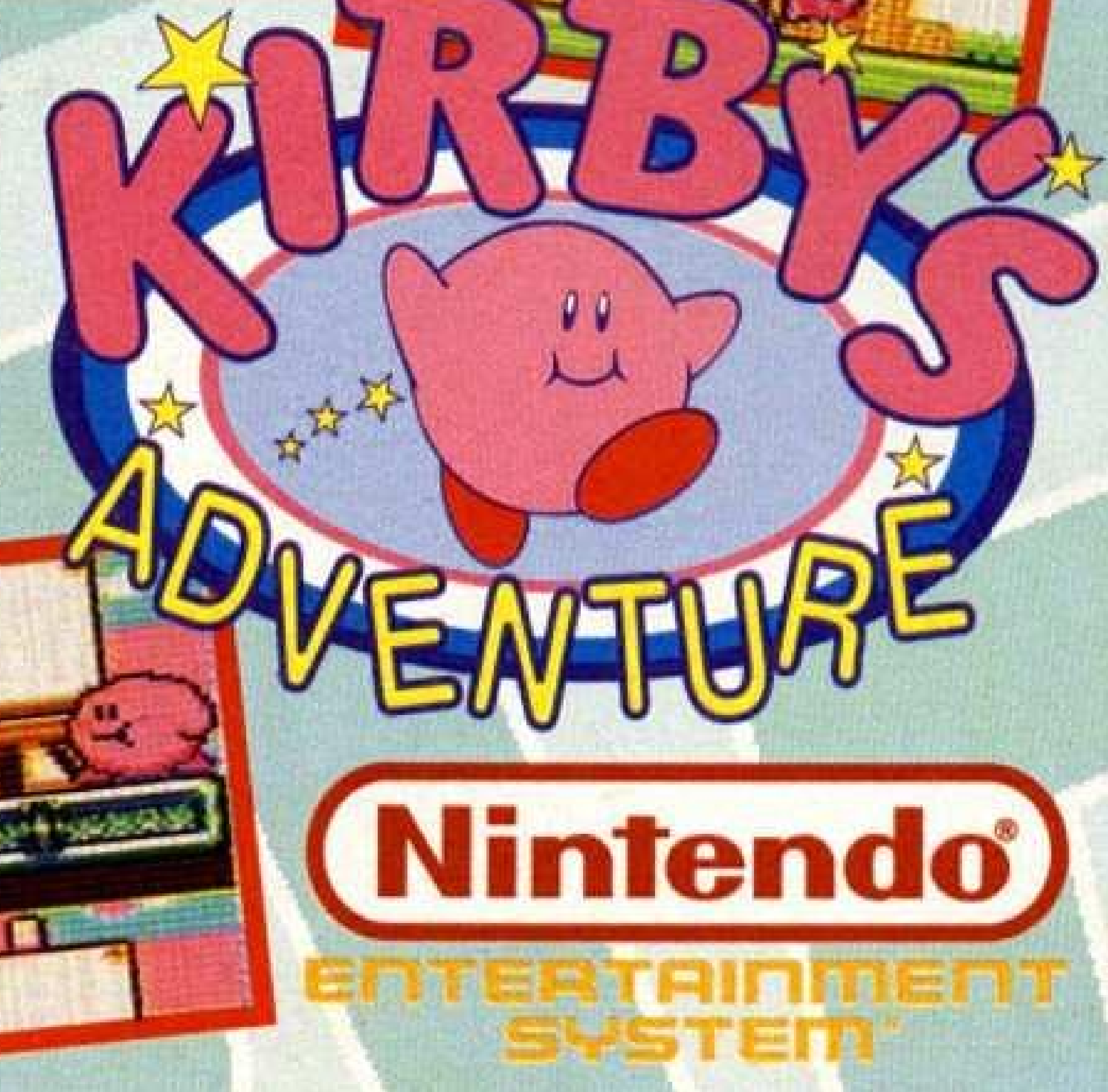
KIRBY'S ADV...

BY:NINTENDO PRICE:£29.99 REVIEWED:JUNE - 93% PLAYERS:1

Kirby, let me count the way we love you. 1001, 1002... Granted, we are all Kirbyholics here at NMS towers, but it isn't without reason that we love the little rotund one. Having starred in a rather smart Game Boy title, Kirby's transition to the NES sees him make the break to the world of colour in fine form - with a massively-expanded world awaiting his explorations. However, it's not just the game that has grown, the number of things Kirby can do has been expanded and he can now use fireballs and smartbombs in addition to his incredible sucking and blowing prowess. NES owners are hardly spoilt for choice at the moment, but Kirby quite easily makes up for this surfeit of new releases. A true NES classic.





TAZMANIA

BY:THQ PRICE:£44.95 REVIEWED:JUNE - 78% PLAYERS:1

Star of ITV's abysmal What's Up Doc and general enemy to Bugs Bunny, the Tazmanian Devil finally roars on to the Super NES - but with all the style of a member of Abba. Whilst THQ have opted for a roadrace scenario as opposed to converting the rather neat Megadrive game, the result is a game which relies on its limited humour to cover any shortcomings. Something it fails to do. Yes, it is funny watching Taz get knocked down by a car or getting blown up is funny. But only once. After this, the game's shallow nature is revealed, and prolonged played only creates more frustration. Not bad, but a little too limited for its price.

SPEEDBALL

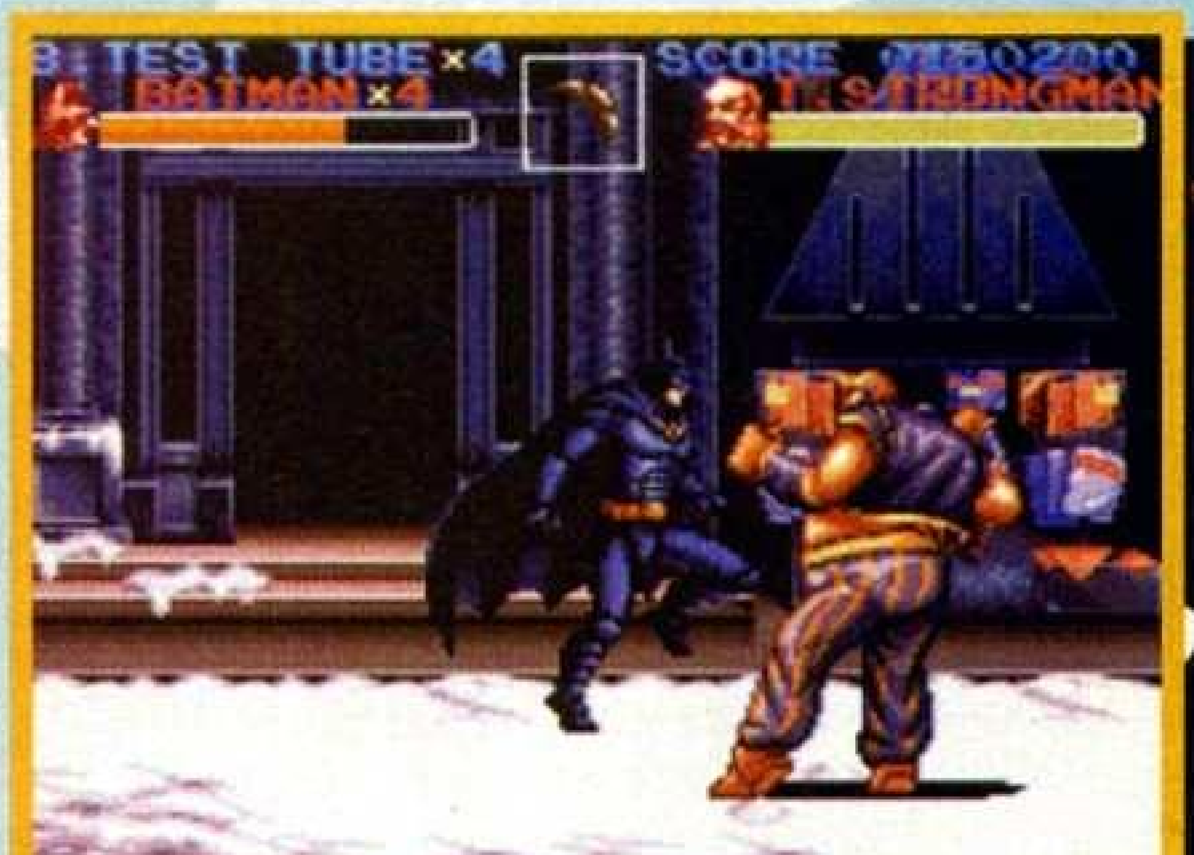
BY:MINDSCAPE PRICE:£24.99 REVIEWED:DEC - 65% PLAYERS:1

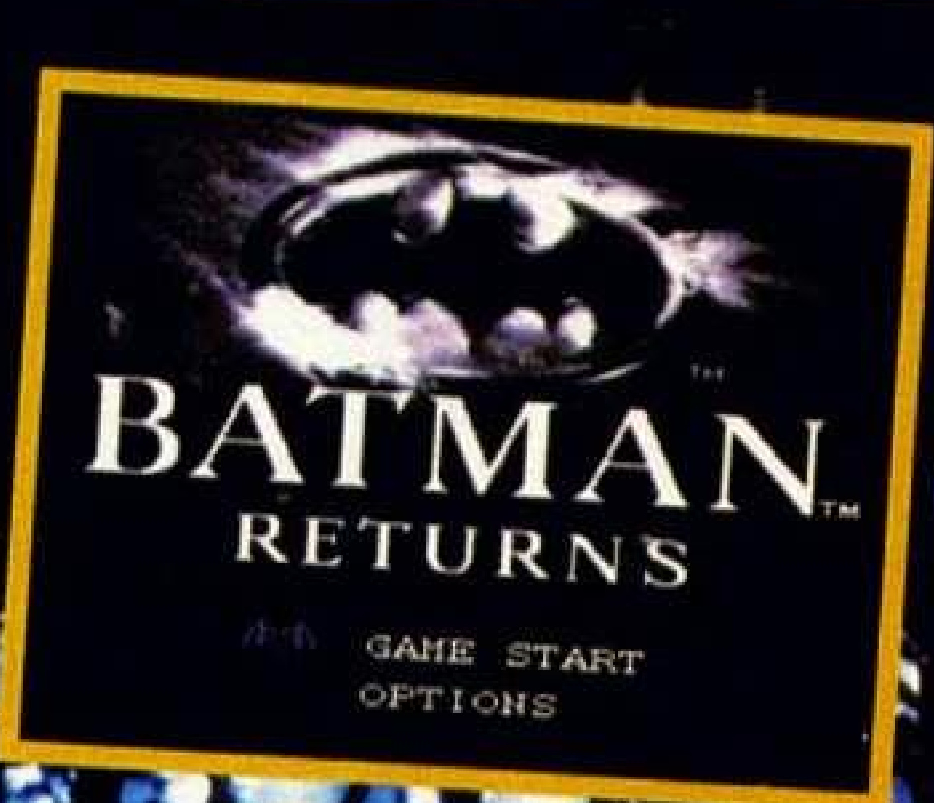
Well, it was an excellent premise: take one of the best sports games ever devised, and transfer it to the Game Boy. A variant on Rugby and Rollerball with a little bit of Squash thrown in, it's a brilliant rough and tumble game with loads of skill involved and numerous bonuses to collect along the way. Sadly, whilst every aspect of the original has made it to this handheld version, the action proves too fast for the Game Boy's little screen and the playable action is reduced to a mishmash of fast-moving blurs. This means the ball often disappears into a mass of players, and it's impossible to determine who has it. Such a failing is a real pity, as Speedball is a cracking game one which would have suited the Game Boy perfectly.

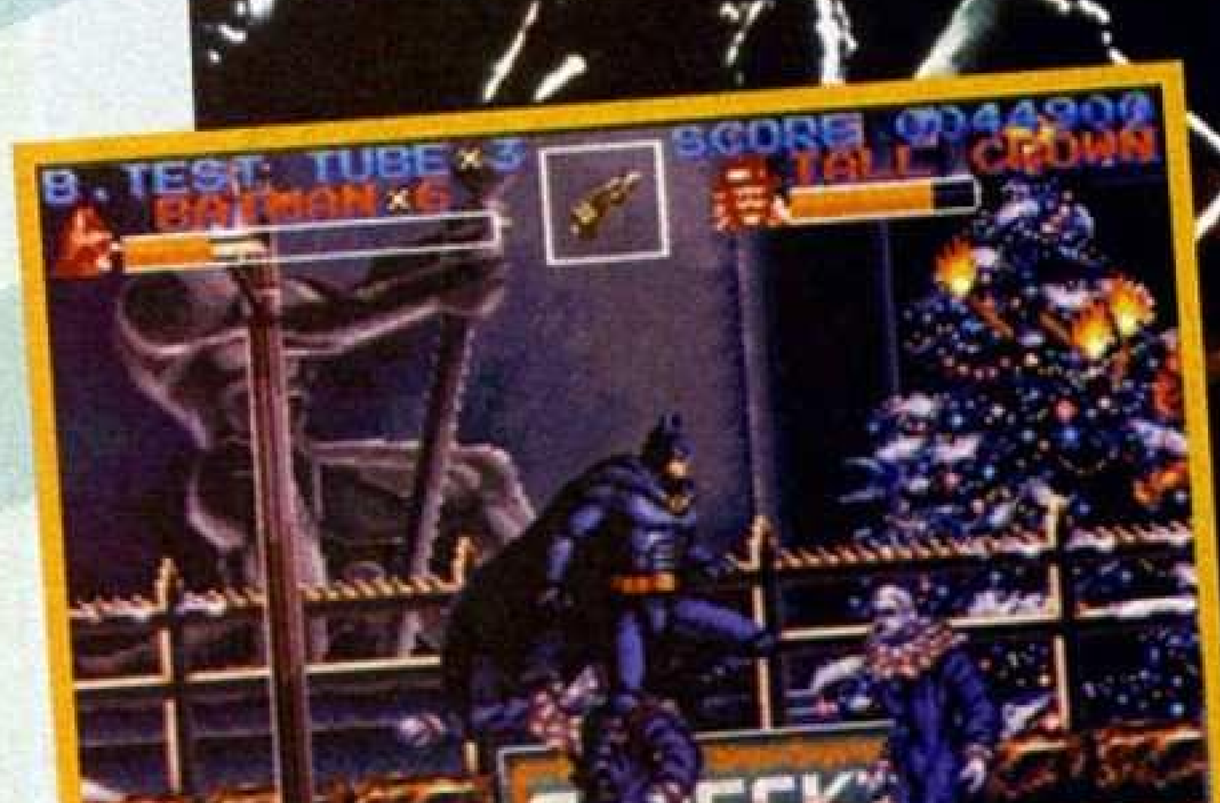
BATMAN RETURNS

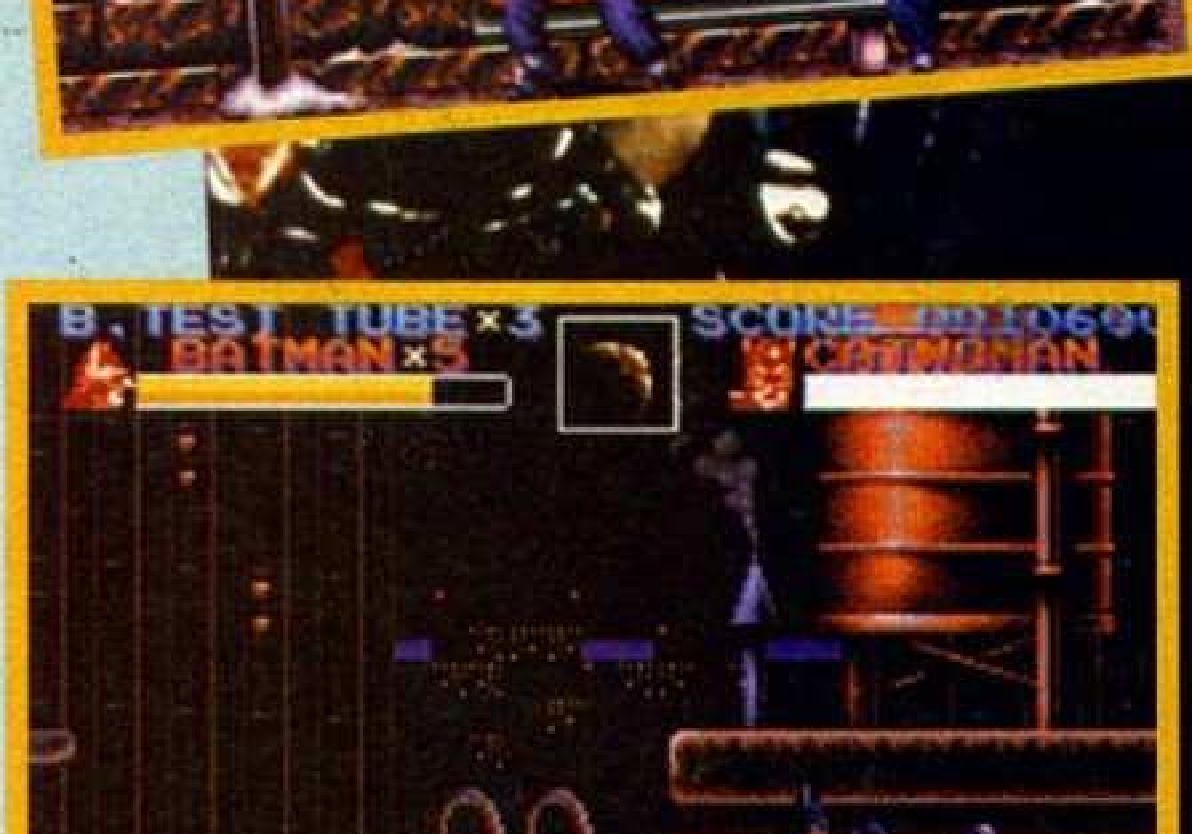
BY:KONAMI PRICE:£44.95 REVIEWED:MAY - 90% PLAYERS:1

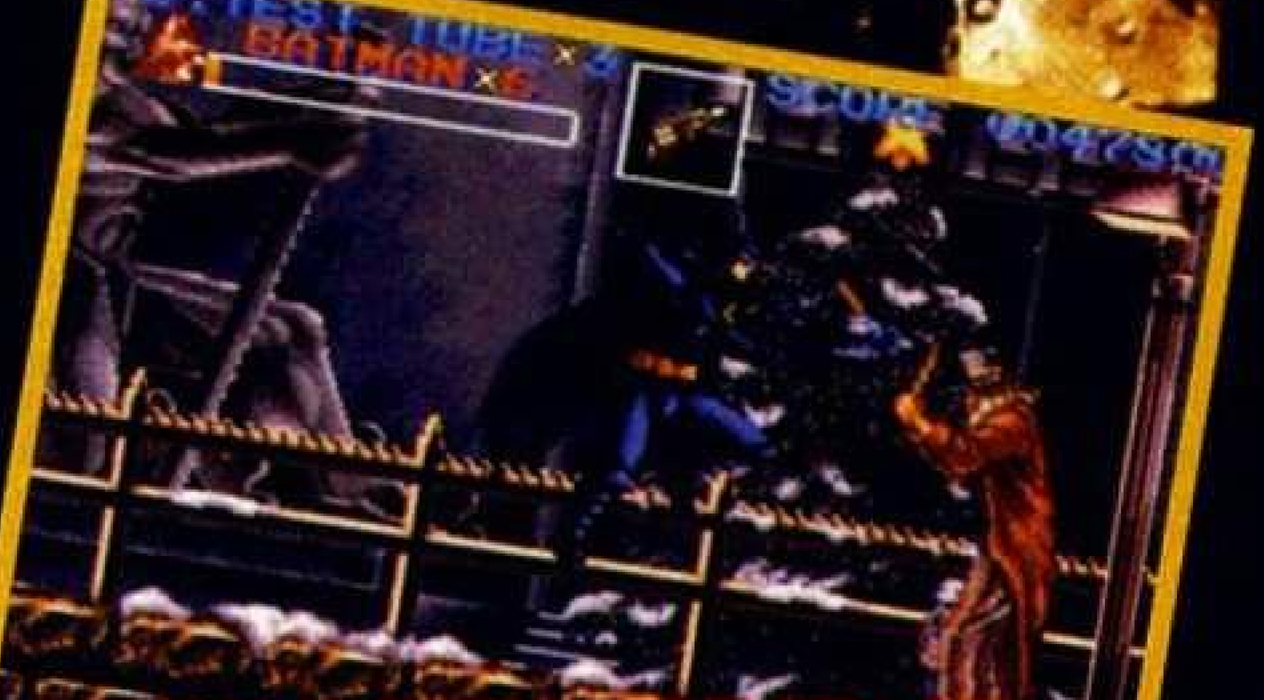
Yeah, so maybe it is just Final Fight wearing tights and a cape, but once again Konami have created one of their typically polished and playable games. From the stunning Danny Elfman tune which introduces the game and the digitised footage taken from the film, Batman Returns oozes real style. Following the film's plot extremely closely, the player dons the famous Batkit for a series of beat 'em up stages starring some of the best sprites to grace a beat 'em up. Menacing clowns, motorbike-riding fiends, and, of course, Catwoman and The Penguin all make an appearance, and these stages are interspersed with clever little touches such as a smart driving section and a Bionic Commando-style scene within a burning building. In all, whilst it is yet another beat em up - and the Super NES certainly has plenty of those - Batman Returns is a classy little number which is well worthy of a look.


B. TEST TUBE×4
BATMAN×4
SCORE
STRONGMAN


BATMAN™
RETURNS
GAME START
OPTIONS


B. TEST TUBE×3
BATMAN×6
SCORE
TALL CLOWN
SHRECK'S


B. TEST TUBE×3
BATMAN×5
SCORE
CATWOMAN


B. TEST TUBE×3
BATMAN×6
SCORE

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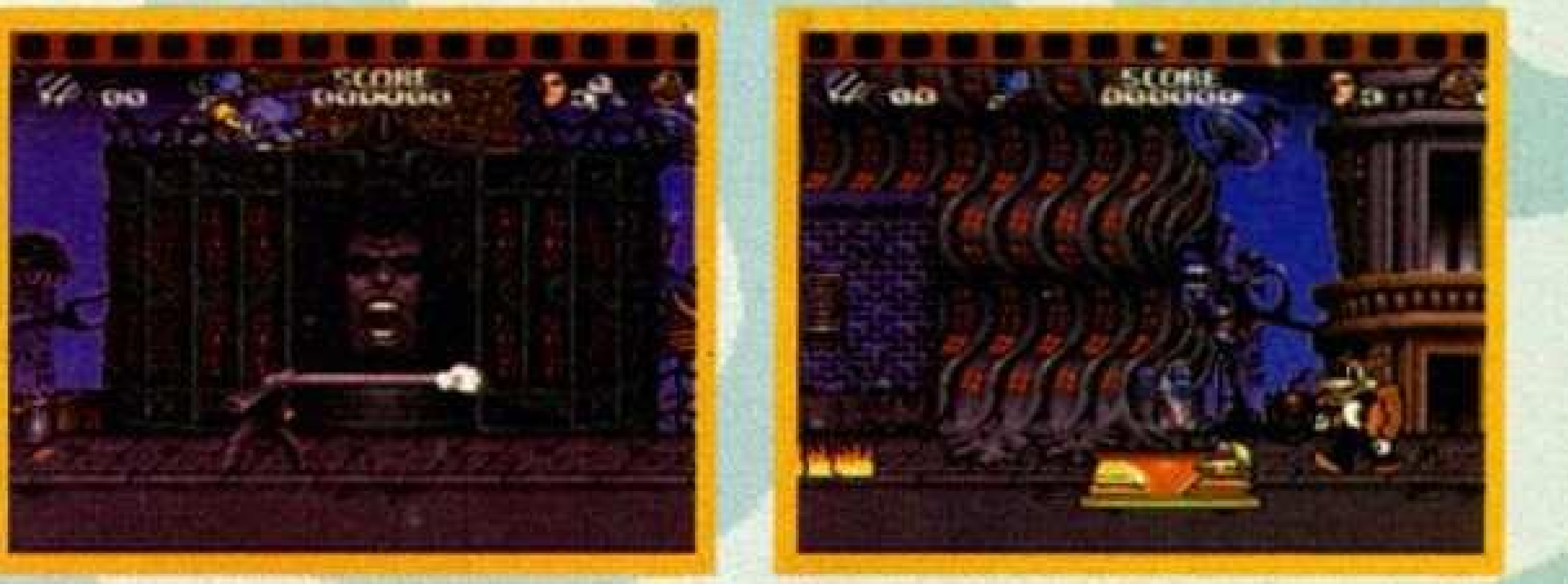
T NOW



▲ A man with an extending arm stumbling across what appears to be a dodgem several months ago.

GODS

BY:MINDSCAPE PRICE:£44.95 REVIEWED:DEC - 85% PLAYERS:1

The one problem with conversions from the Amiga is that they never really push the Super NES enough. Pond's Crazy Sports, The First Samurai, and now Gods have all proved this. Gods was a rather neat platformer which appeared on the Amiga nearly two years ago. Whilst it was indeed one of the most detailed and in-depth platformers to grace the Commodore machine, it's Super NES cousin comes across as too slow and pondering. That said, if you persevere, there's a lot of game in there - it's just a pity it's so slow to get to.

COOL WORLD

BY:OCEAN PRICE:£44.95/£29.99/£24.99

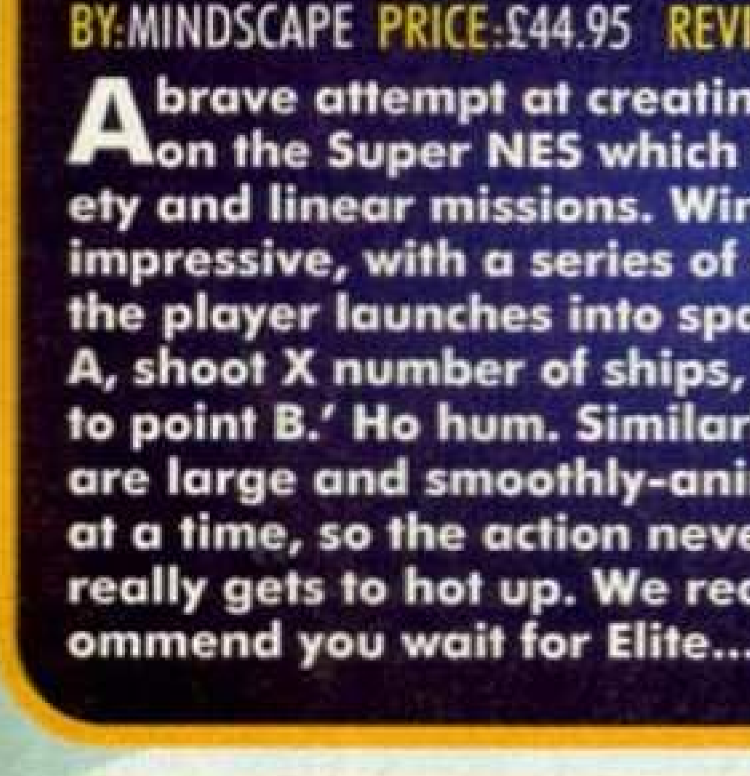
REVIEWED:MAY - 61%% /NA/NA PLAYERS:1

Judging by Cool World, it's not true what they say about 'Third Time Lucky.' For each Nintendo system available, Ocean have produced a different sort of game and not one of them is worth more than a cursory glance. The Game Boy version involves sucking cartoon characters into a pen and dumping them back in Cool World, whilst the Super NES game sees the player exploring a massive object-related arcade/adventure. And as for the NES version, well the less said about that the better. Cool World the film stank, and these three games are worthy of the same rating.

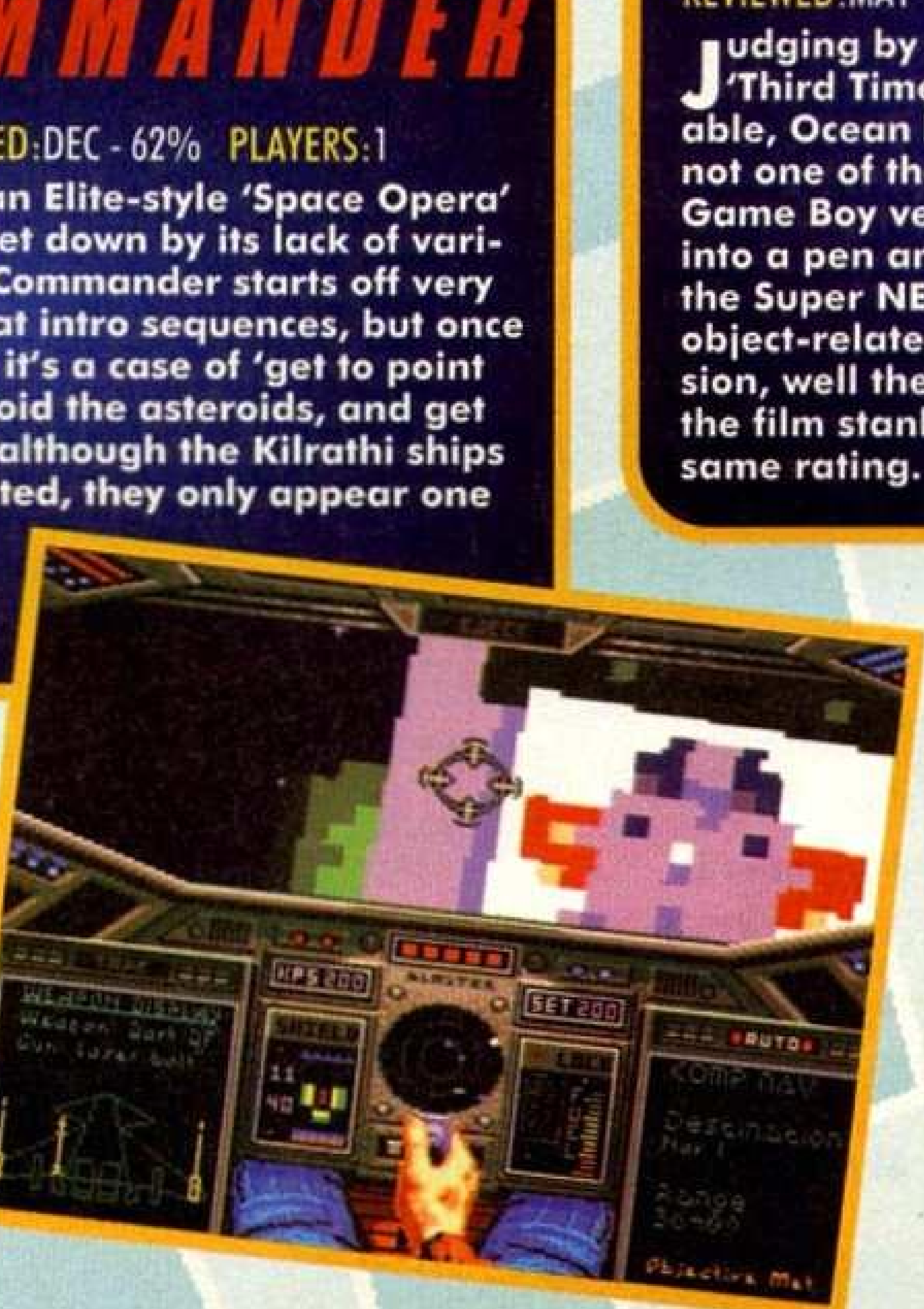
WING COMMANDER

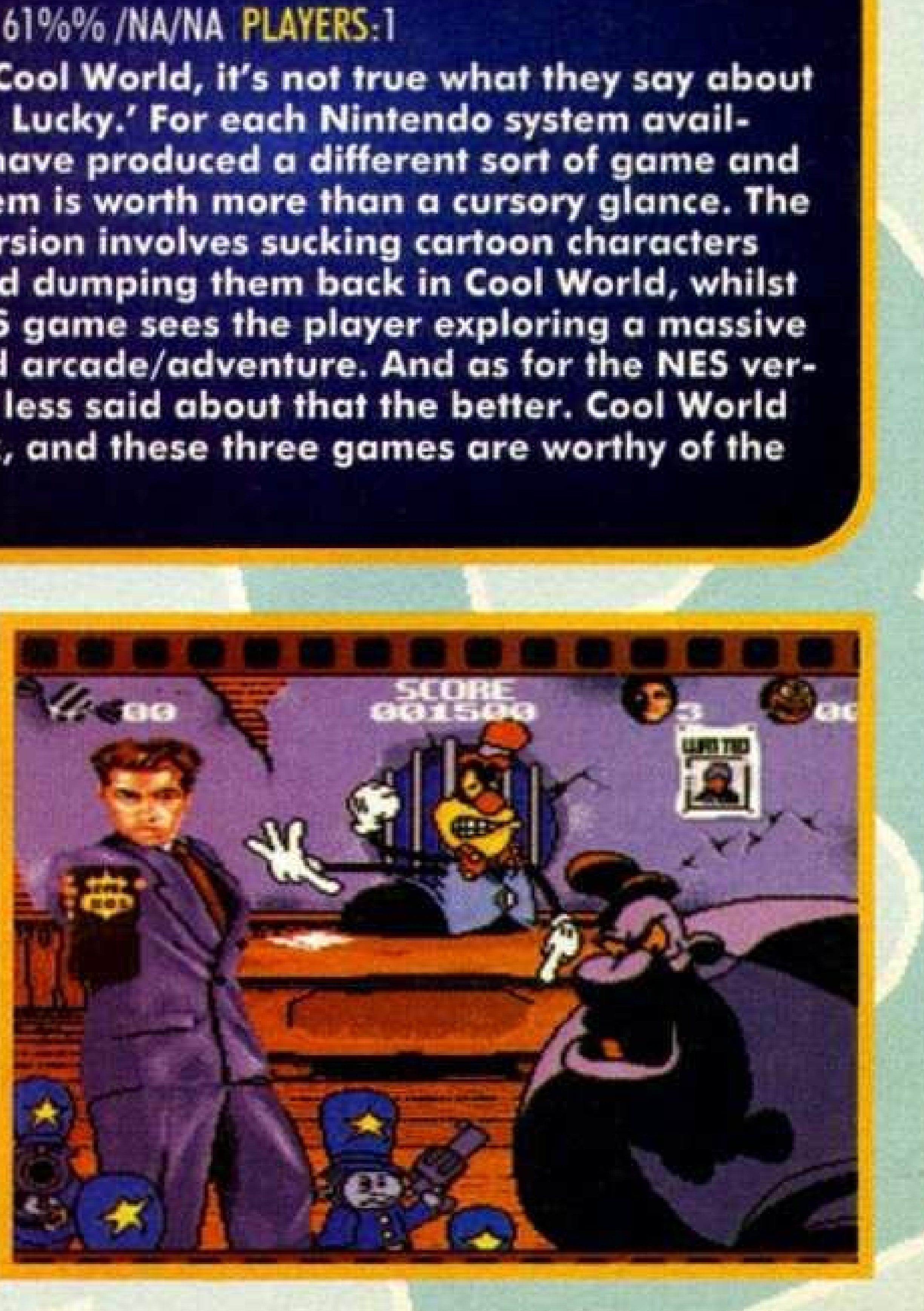
BY:MINDSCAPE PRICE:£44.95 REVIEWED:DEC - 62% PLAYERS:1

A brave attempt at creating an Elite-style 'Space Opera' on the Super NES which is let down by its lack of variety and linear missions. Wing Commander starts off very impressive, with a series of neat intro sequences, but once the player launches into space it's a case of 'get to point A, shoot X number of ships, avoid the asteroids, and get to point B.' Ho hum. Similarly, although the Kilrathi ships are large and smoothly-animated, they only appear one at a time, so the action never really gets to hot up. We recommend you wait for Elite...



▲ Hello, I'm in a crap game, I'm afraid. Sorry.





NEXT MONTH

IT'S THE INCREDIBLE NEXT MONTH COMPETITION!

WIN A FISTFUL* OF FREE GAMES!

Amazing or what? NMS sets the standards yet again with the world's first Next Month Competition. How long it will be before the sadder mags copy us we cannot say, but for now here's your chance to have a bit of a laugh and win a fistful* of top games for your machine. To enter, all you have to do is fill out the form reserving your next issue of NMS and drop us a line suggesting something else super-fabby we could do with the Next Month page. Actually, you don't have to fill out the form at all, but we think it would be a good idea if you did or everyone else will just shove you out of the way when the next issue of NMS arrives and the monthly stampede ensues.

Anyway, what you do have to do is suggest something even fabbier than this for the Next Month page: and just telling us to list Next Month's Contents simply will not do.

If you really want to know, Next Month's NMS will even manage to surpass this issue for its complete brilliance, with even more of the world's biggest games first, even more of the latest news from around the world, even more on those Top Secret bits of the mag we always manage to surprise you with and even more of that even moreness NMS is so famous for. So get out your thinking cap and your brightly-coloured pens, and decide what sort of Next Month page you'd like to see to round off the mag, and drop us a line at:

INCONTINENCE ALERT! I CAN'T WAIT FOR NEXT MONTH'S NMS!, NINTENDO MAGAZINE SYSTEM, PRIORY COURT, 20-32 FARRINGDON LANE, LONDON EC1R 3AU.

(And you thought Next Month pages were boring...)

STREET FIGHTER II TURBO

FIRST WITH THE BEST GAMES!

* SMALL PRINT: Er, seeing as how most people can only get about two games into the average first, this is the prize: two free games for your machine. We still think that's a fairly topper giveaway, because this is the Next Month page after all. Anyway, all the usual NMS competition rules apply which means, deep breath, EMAP Images employees and their immediate family aren't allowed to enter, the Editor's decision is final, no corresp-ondence can be entered into and there's no cash alternative to the prize on offer. And no, Dwayne Minton from West Wormwood can't enter either because the string on his idiot mittens (the one which match his anorak) is so short he can't wear them both at once.

Dear Newsagent,

That NMS gang. What a laugh they are, eh? Well, stop tittering, stand to attention and reserve me the next copy of Nintendo Magazine System right NOW!

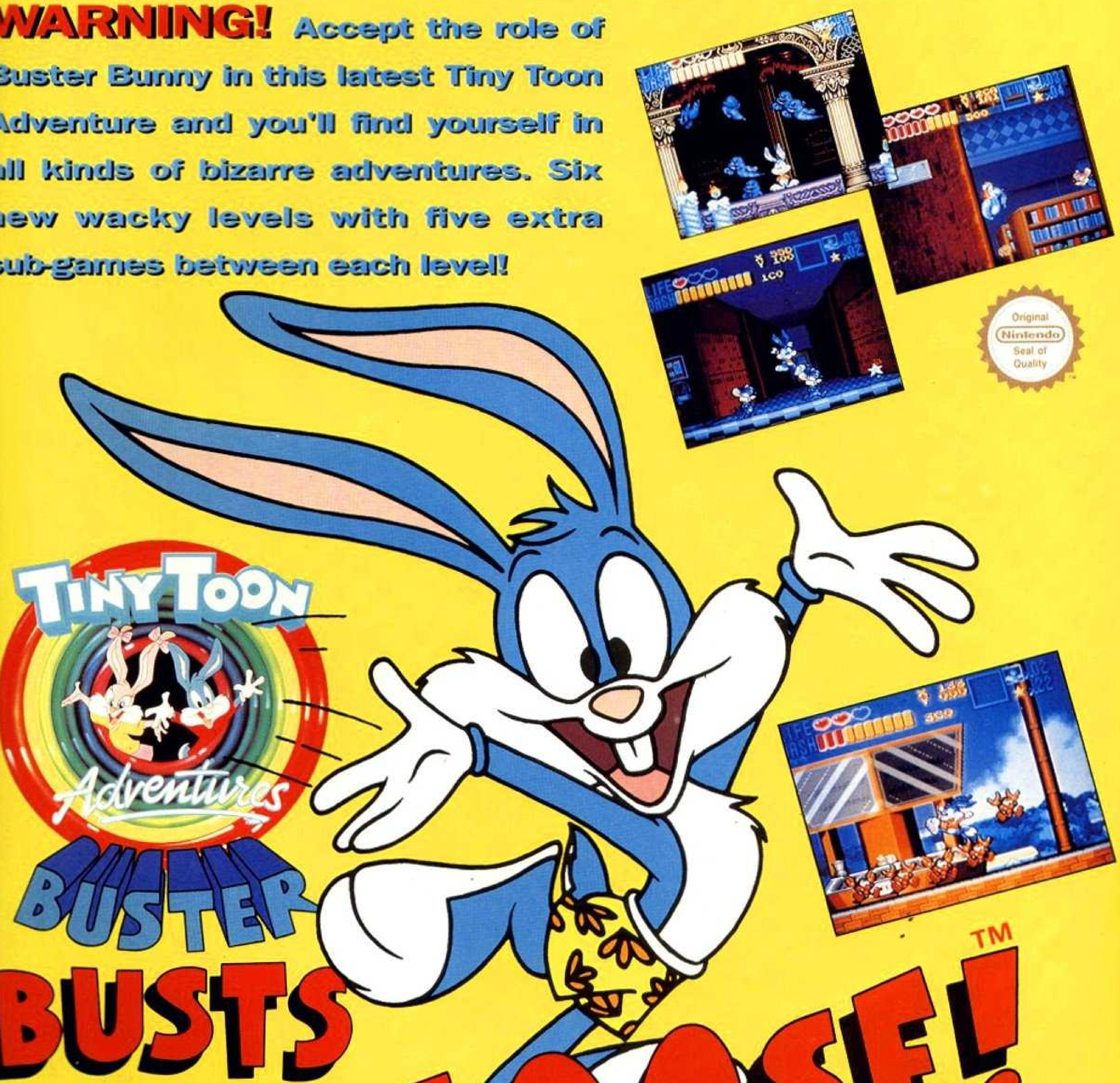
My name is:

My address is:

My favourite Modern Romance record is (leave blank if necessary):

KONAMI SUPER NINTENDO ENTERTAINMENT SYSTEM KONAMI SUPER NINTENDO ENTERTAINMENT SYSTEM KONAMI SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING! Accept the role of Buster Bunny in this latest Tiny Toon Adventure and you'll find yourself in all kinds of bizarre adventures. Six new wacky levels with five extra sub-games between each level!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TINY TOON Adventures BUSTER BUSTS LOOSE!™

You'll need your lucky Rabbit Foot, along with Buster's brand new Spin Kick and Mad Dash, if you're to make it all the way through to the last level, where you must rescue Princess Babs Bunny (no relation), who has been kidnapped by the hideous Milky Way Imperial Army.

KONAMI

KONAMI
TINY TOON Adventures
BUSTER BUSTS LOOSE!
SUPER NINTENDO
PAL VERSION
Nintendo

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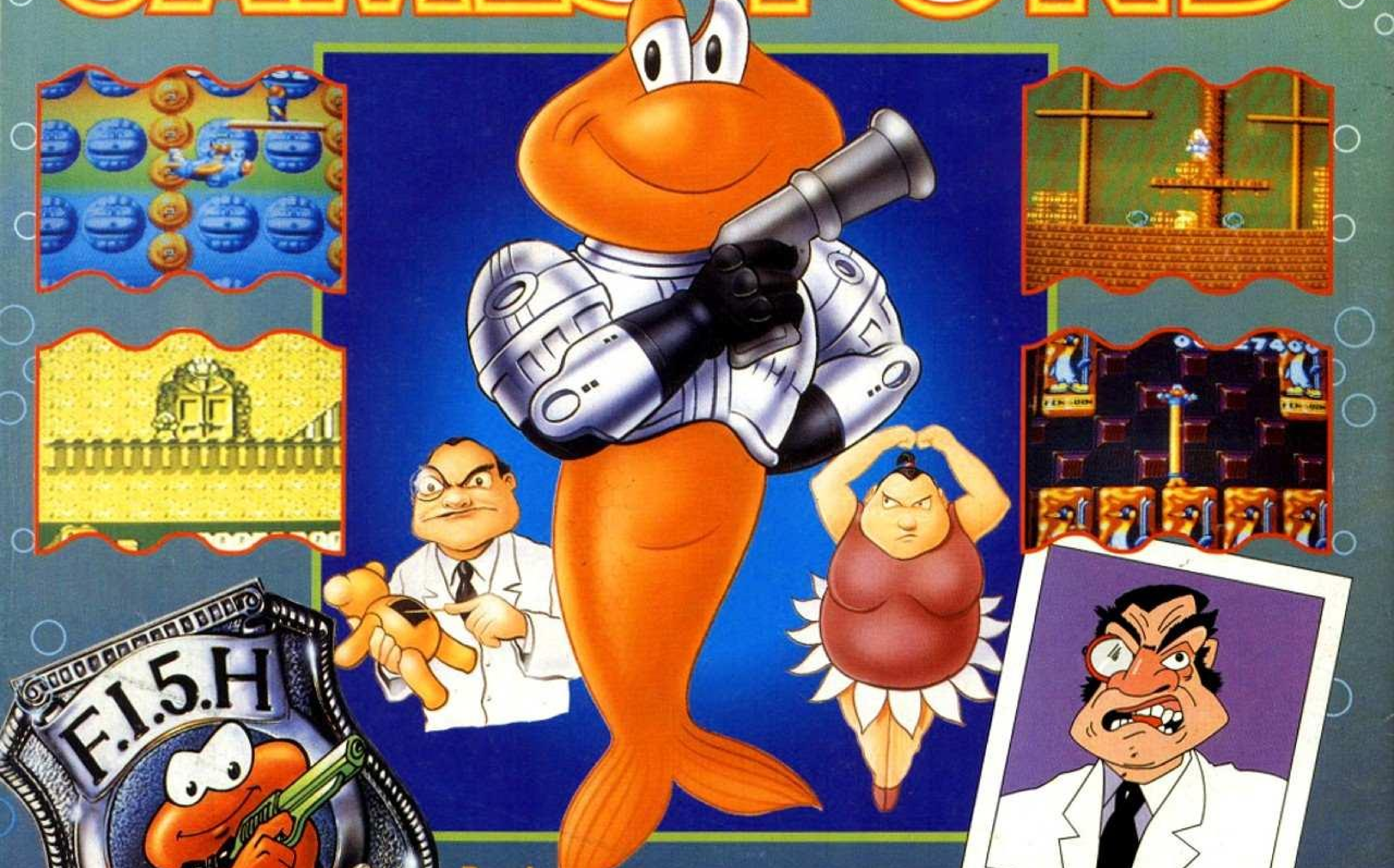
My name is POND: JAMES POND... seacret agent.

SUPER JAMES POND



Pond:
Dr. Maybe is back!

We have learned from Washington and the Kremlin that he has taken over the central toy factory on the North Pole and has sabotaged an unknown number of toys disguised as penguins with tiny but lethal explosive charges. If they are not diffused within 48 hours they will be distributed throughout the globe and wreak havoc throughout Christmas.
Your mission is tough but straightforward. Infiltrate the factory and free the penguins.

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WE ARE A GROUP OF PEOPLE DEDICATED TO PRESERVING A PART OF CLASSIC GAMING THAT SEEMS TO BE OVERLOOKED MOST OF THE TIME. NAMELY CLASSIC VIDEO GAME MAGAZINES.

OUR GOAL IS TO PRESERVE THESE MAGAZINES BY DIGITIZING THEM BEFORE THEY ARE LOST FOREVER.
BESIDES LETTING PEOPLE ENJOY THE ARTICLES DIRECTLY THROUGH THE SITE, WE ALSO CREATE CBZ FILES CONTAINING THE COMPLETE MAGAZINES FROM START TO FINISH, WHICH GIVE US THE BENEFIT OF CREATING MUCH HIGHER QUALITY VERSION THAN WHAT'S FEASIBLE ON A WEBSITE. THIS WAY ANYONE WHO IS BUT A MOUSE CLICKAWAY WILL BE ABLE TO ENJOY THEM ONCE MORE.

WE DO HOWEVER ONLY SEEK OUT MAGAZINES WHICH ARE PUBLISHED PRIOR TO THE YEAR 2000,
UNLESS PERMISSION HAS BEEN GRANTED BY THE SPECIFIC PUBLISHER IN QUESTION TO DO OTHERWISE.
THE ONLY EXCEPTION TO THIS RULE ARE DREAMCAST EXCLUSIVE MAGAZINES, DUE TO THE NATURE AND CIRCUMSTANCES SURROUNDING THE SYSTEM: REPRINTS AND RE-ISSUED CLASSIC MAGAZINES IN ANY SHAPE OR FORM (DIGITAL VERSIONS INCLUDED) WILL BE TREATED LIKE NEWER MAGAZINES, WHICH MEANS WE WON'T BE SCANNING THEM.

THE REASON FOR RESTRICTING OURSELVES TO MAGAZINES PUBLISHED BEFORE A CERTAIN DATE, IS TO GIVE PUBLISHERS ENOUGH BREATHING ROOM TO SELL REPRINTS OR DIGITAL VERSIONS OF THEIR OLD MAGAZINES: THESE ARE HARD ENOUGH TIMES AS IT IS FOR PRINT AND THE LAST THING WE WOULD WANT IS TO HAVE ANY KIND OF NEGATIVE EFFECT.

WE HAVE NO INTENT NOR DESIRE TO PROFIT FROM THESE MAGAZINES IN ANY WAY, SHAPE OR FORM. NOR DO WE HAVE ANY DESIRE TO FINANCIALLY HARM ANY PUBLISHER, EDITOR, WRITER OR PERSON INVOLVED IN CREATING THESE, OR ANY OTHER MAGAZINES FOR THAT MATTER.
WE ARE NOT HERE TO DO HARM, BUT TO HELP PROTECT THEIR LEGACY.
THAT IS WHY THE PRE-2000 DATE IS IN PLACE:
TO PROTECT THEIR BUSINESS AND LIVELY-HOOD, AND TO MAKE SURE THAT WE WILL BE ABLE TO KEEP ENJOYING THEIR MAGAZINES FOR MANY YEARS TO COME.

WE WOULD LIKE TO THANK EVERYONE WHO MAKES THIS PROJECT POSSIBLE. FROM THE ORIGINAL WRITERS, EDITORS AND PUBLISHERS, TO EVERYONE INVOLVED IN ACQUIRING, DIGITIZING, PRESERVING AND RELEASING THESE MAGAZINES.

FOR PEOPLE WHO ARE LOOKING TO HELP US OUT, IN WHICHEVER WAY POSSIBLE, BE IT BY DONATING MAGAZINES, SCANNING OR EDITING, PLEASE JOIN US ON THE FORUMS.

ONE LAST THING:
IF YOU COME ACROSS PEOPLE TRYING TO SELL ANY OF OUR RELEASES, PLEASE DO NOT SUPPORT THEM!

THANK YOU.

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